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**grand
theft
autoIV**



grand
theft
auto **IV**

#	Mission Name	Contractor
01	THE COUSIN BELLIC	ROMAN'S MISSIONS
02	IT'S YOUR CALL	ROMAN'S MISSIONS
03	THREE'S A CROWD	ROMAN'S MISSIONS
04	FIRST DATE	ROMAN'S MISSIONS
05	BLEED OUT	ROMAN'S MISSIONS
06	EASY FARE	ROMAN'S MISSIONS
07	JAMAICAN HEAT	ROMAN'S MISSIONS
08	BULL IN A CHINA SHOP	VLAD'S MISSIONS
09	HUNT OUT TO DRY	VLAD'S MISSIONS
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11	IVAN THE NOT SO TERRIBLE	VLAD'S MISSIONS
12	CONCRETE JUNGLE	LITTLE JACOB'S MISSIONS
13	UNCLE VLAD	ROMAN'S MISSIONS
14	CRIME AND PUNISHMENT	ROMAN'S MISSIONS
15	DO YOU HAVE PROTECTION?	FRUSTIN'S MISSIONS
16	FINAL DESTINATION	FRUSTIN'S MISSIONS
17	LOGGING ON	ROMAN'S MISSIONS

18	NO LOVE LOST	FRUSTIN'S MISSIONS
19	SHADOW	LITTLE JACOB'S MISSIONS
20	RIGGED TO BLOW	FRUSTIN'S MISSIONS
21	SEARCH AND DELETE	BRUCIE'S MISSIONS
22	EASY AS CAN BE	BRUCIE'S MISSIONS
23	THE MASTER AND THE MOLOTOV	STORY MISSION
24	THE RUSSIAN REVOLUTION	LITTLE JACOB'S MISSIONS
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34	THE HOLLAND PLAY	PLAYBOY X'S MISSIONS
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Grand Theft Auto IV Basics

Welcome one and all to our basics section. Here, you'll find information on various facets of [Grand Theft Auto IV](#) that will allow you to master the fundamentals. With the fundamentals fully mastered, your GTAIV experience will become both easier and more enjoyable. On this page, you will find all of our basics, while on the next page, you'll find our ten tips that will make your stay in Liberty City an overly-dangerous and successful one. Read on!



The Fundamentals

Grand Theft Auto IV, like all prior GTA games, has you living a life of crime. There's really no avoiding it. Some crimes are considered so minor in Liberty City (like running red lights) that you won't get in trouble for those. In fact, you can get away with just about anything that doesn't involve rampant killing (especially with firearms, which tend to draw cops' attention).



But there are many crimes in GTAIV that are necessary and much more difficult to get away with. Main character Niko Bellic, a dangerous ex-soldier from Eastern Europe, has committed his fair share of crimes back in his homeland. But when he comes to America, a whole new group of crimes become necessary to commit just to guarantee his day-to-day survival. This is when the nitty-gritty of GTAIV truly comes into play.

The game is mission-based, and almost every mission will have you commit a crime of some sort. You may have to boost a car, deliver some drugs, or even murder one or more people to get the all-valuable payout at the end of any mission. These missions come from contractors, usually friends of yours or friends of friends that need the assistance of a ruthless man like Niko. At the end of every mission, varying amounts of money will be rewarded. Committing these crimes is simply a means to an end for Niko.



There are also numerous side quests (such as "jobs") and relationships to nurture, both with females interested in Niko as more than friend, and with friends you meet along the way that will help you or hurt you depending on how you treat them. This adds a whole different layer to the GTAIV experience that requires attention to detail.



Ultimately, your progression through GTAIV is measured in-game by a percentage meter that can be viewed via the game's statistics. The more you do, the more you manage to accomplish, the higher your rating will become. *That's* the idea. But there's a method to the madness, and all of that is discussed below and in the subsequent "ten tips" page.

Stealing Cars

Stealing cars is simple. All you have to do is walk up to a parked car (or a car going slowly) and press the corresponding button on your controller set-up that will allow you to boost the car. Once in the car, be especially mindful of your surroundings. Try not to boost cars around cops so you don't draw attention to yourself, and be careful of aggressive crime victims who will fight

back if their car is stolen. Because of this, you'll want to make a point of getting out of dodge as soon as any given car is stolen.



GTAIV introduces a complex and in-depth vehicle system, where all vehicles handle differently. Not only do various makes of car differ from one another, but the amount of damage they take will also affect how they handle. You can actually stall out cars that take too much damage, and if they take the ultimate amount of damage, they will be set ablaze. That's your cue to run the hell away before the car explodes, likely taking you with it to the next world.



As an aside, parked cars are usually easier to steal, but will require some extra effort. Most parked cars will need to be broken into, which takes time and draws attention to yourself. Cars stolen like this also need to be hotwired (which requires some simple button-tapping). Also be weary of stolen cars with alarms, as these will draw even more unneeded attention to yourself, especially when you're driving around Liberty City with your alarm blaring.

Protecting Yourself

Your arsenal of weapons will grow by leaps and bounds as you head through the game, and it's important to understand how these weapons work, and which weapons work best in which situations. Our Vehicles & Arsenal section will cover these weapons in-depth (including the game's ultimate weapons -- the cars themselves), but in the meantime, let us say a brief word or two about the weapons here for any new players.



You'll always have your fists available to you. These are the weakest weapons in the game, but work well enough against foes who are also equipped with their fists. Then, there are melee weapons like baseball bats that give you an edge in hand-to-hand combat. However, most enemies worth a damn are equipped with guns, and the best way to fight fire is with fire.



Pistols are the weakest firearm in the game, but the most readily-available. From there, you'll work up to semi-automatic and automatic weapons like Uzis, and then to explosives, such as Molotov Cocktails. It's important to learn the strengths and weaknesses of each weapon (for instance, Molotov Cocktails are incredibly powerful, but they're also especially easy to kill yourself with). With practice comes this knowledge, so keep an eye on the situation as you progress through the game, and as more and more powerful weapons become available you'll be able to use them with skill and ease.

Grand Theft Auto IV Basics – Ten Tips

01 **Steal Cars Wisely**

Stealing cars is a fundamental aspect of the game (you know, hence the name of the game). However, there are smart and not-so-smart ways to boost cars, and it's important that you keep the proper methods in your head as you play. Generally, you'll want to, at all costs, avoid cops. That means that if a cop is in your vicinity, you'll want to wait for the cop to leave before stealing a car. Stealing cars around a cop will automatically draw attention to yourself. Also, preference should be given to stealing parked, abandoned cars as opposed to manned cars. This avoids the chance that you commit any more crimes as you steal the car, which will generally not be desirable. Breaking a window and hotwiring a car is easier than stealing a manned car and killing the driver in the process, after all.

02 **Be Healthy**

Niko won't heal himself, so if you take damage during a mission, that damage will stay with you indefinitely until you do something about. The easiest way to cure what ails Niko is to feed him something. Find a hotdog vendor on the streets, or head to a fast food joint or a restaurant. At these places, you can find various foods that will heal Niko. By following a regimen of eating regularly, you'll allow Niko to stay at his healthiest for the duration of the game.

03 **Use Armor**

Armor allows you to effectively double the amount of damage you can take from firearms. And since damage in the game will be mostly dealt with firearms, it's incredibly important that you wear armor when it becomes available to you. You can buy it for a pretty penny at some shady establishments throughout Liberty City, but you're better off finding it at random locations in the city and revisiting those locales as you need to re-up on spent armor.

04 **Stay Strapped**

Staying equipped with weapons at all times will increase your likelihood of survival tenfold. It's important to try to have a variety of weapons at your disposal, too, so you can approach situations from various angles. For instance, having a baseball bat, pistol, uzi and shotgun will allow you to kill enemies in all sorts of useful ways, from the monotony of a melee attack to the pleasure of a multiple-kill shotgun blast. Remember that if you're arrested, you'll lose your weapons, but they're easy enough to replace. You can use earned cash to buy them, or better yet, collect weapons from downed enemies.

05

Nurture Your Relationships

Building relationships in GTAIV is an integral part of the game. Without properly building relationships with the people you meet, you're missing a huge part of the game. Be sure to take up your friends' requests to hang out with them, and try to cater to what they like to increase their fondness of you. You should also reciprocate with calls of your own to hang out. As far as women are concerned, you should definitely pay attention to your relationships with them, but be responsible! There's nothing a woman dislikes more than an overly-aggressive man. Well... most of them, anyway.

06

Explore!

Liberty City might not be as vast as San Andreas, but there's a lot more to see, believe it or not. There are few areas of Liberty City, if any, that are empty. There's something happening everywhere, and there's a lot to see. Take the time to explore the various boroughs and find out what they have to offer you. Not everything is immediately available, of course, but enough is from the beginning that you'll find things worth seeing if you take the time to look.

07

The Cops Are the Enemy

Remember -- you're playing as a hardened criminal, not a law-abiding citizen. You do anything wrong and a cop sees it, and you're gonna be in trouble. GTA games are notoriously fun when you have it out with the cops, but don't get out of control, especially when you're in a mission or you haven't saved in a while. You can kill whoever you want and do whatever you want as long as it's not excessive and not in front of a cop. You break either of those rules, and you're in for a chase of varying degrees. Remember that it's better to be killed than to be arrested. Being killed will make you lose cash, but you'll retain your arsenal. If you're arrested, you'll lose your weapons... and your pride.

08

Save Often

Whether or not you have auto save enabled or not, you should still manually save often by visiting your safe house from time to time. Auto save is a great feature, but don't trust it. Before you shut off your game after a lengthy session, be sure to do a "hard" save before shutting your game off. It's better to be safe than sorry.

08

Mini-Game Madness

There are numerous mini-games in GTAIV that should be explored. In fact, many of them, such as bowling and darts, are introduced to you as part of the relationship mechanic of the game, and are great places to bring friends and dates alike. But they're also just fun to play. Take the time to stop by the pub and chuck some darts, or go to

Memory Lanes and bowl some frames. As with all GTA titles, it's the stuff that's *not* mandatory that gives the game its depth and replay value.

10

Make Cash

Finally, we'll leave you with this pearl of wisdom. Money isn't exactly hard to come by, but there's not millions of dollars just lying around and waiting to be picked up. If you need cash, there are two great ways to make it. The first is to do jobs for your friends, such as doing cab rides for Roman or delivering drugs for Little Jacob. The second, more annoying and difficult way to collect money is to kill citizens on the streets. The amount of money they carry is random (if they're carrying any at all), and this is a great way to draw unwanted attention to yourself, but hey... desperate times call for desperate measures.



chapter I

jahnoodes

ROMAN'S MISSIONS

THE COUSINS BELLIC

A nice easy introduction to GTA's driving. Drive to Roman's place with your drunk cousin in tow. If you fail this, you've got a long road ahead.

After the introductory cutscene in which you are introduced to both the character you'll be playing as (Niko Bellic) and Niko's cousin (Roman Bellic), the first mission will ensue. Entitled The Cousins Bellic, you're given a pretty easy job right off the boat -- bring Roman back to his pad. But before you do that, be sure to adjust to GTAIV. This isn't GTA3, Vice City, or San Andreas. The control scheme is different. If you want to change it, press Start and go to Controls, where you can go to Classic Mode if you'd like. Also, adjust the brightness and contrast if you so desire (Liberty City nights are dark, after all!)



Roman lives in what he calls a "mansion" in Hove Beach, which isn't far from your starting location. Be sure to follow the yellow route on your HUD, which is the game's ultra-useful GPS feature. You can turn it off, but we suggest you don't. It will help navigating the ridiculously-large Liberty City just a little bit easier. Follow the brief route it lays out before you (you'll pass the taxi building where Roman works, which is an important place in the game, so remember its location), and before you know it, you'll arrive at your destination on Mohawk Avenue. Drive into the arrows in front of your destination as shown on the HUD, and a cutscene will take place.



Roman's Missions

Roman and Niko will get out of the car and head on in to Roman's roach-infested dive apartment. It appears that all of his letters back home to Niko were full of lies and exaggerations, but Roman seems genuinely happy that Niko has arrived in America so that they can both chase after their dreams. After an extended period of time in which the two cousins discuss several perverse and unmentionable topics, Roman will head back to work, leaving Niko on his own.



When you gain control, save your game and explore the tiny apartment. You could get sucked in by the television in Roman's living room, so feel free to flick it on if you want some laughs. Otherwise, head out into the hallway and run down onto the street, all the while paying attention to the on-screen prompts that will let you know how to do various things. This *is* a Grand Theft Auto game, however, so now it's time to steal your first car!

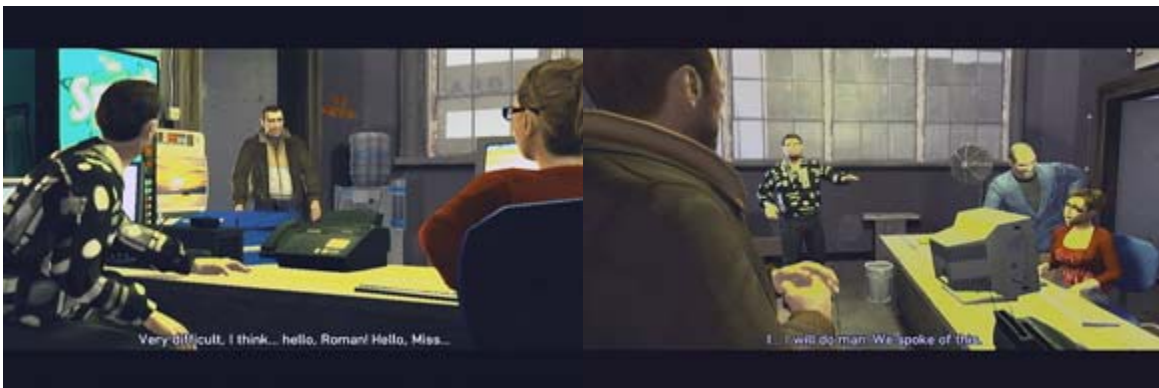


It's doubtful, but if you're somehow new to the Grand Theft Auto series, jacking a car is as simple as walking up to the driver's side or passenger's door of any given car (*not* a cop car, unless you have a death wish) and pressing the corresponding button on your control scheme to get in. Remember -- the citizenry of Liberty City is crazy, and many of them *will* fight back (just take a look at the pictures below of the cab we stole. The cabbie hung on to the car for dear life!)

Roman's Missions



Once you've secured a ride, getting to the "R" on your HUD (representing Roman) is as simple as heading north up Mohawk Avenue for several blocks. Once you do, you'll want to swing left on Cisco Street. The taxi office will be on your left before the street ends. Park in front of it where the arrows direct you and you'll witness another cutscene. This time, you'll meet Mallorie, Roman's "something", and his hardass boss, Vlad. You'll also get your second mission.



ROMAN'S MISSIONS

IT'S YOUR CALL

Another simple mission, and your first chance to use your mobile phone. Just watch out for the loan sharks and phone Roman when they arrive. Get back to the depot. Easy.

After the cutscene ensues, you'll find yourself in the taxi place's garage. Get into Roman's taxi as directed, and take him to the hardware store as the game tells you to do. He's not going there to buy building supplies, however. There's a backdoor card game going on there, and even though he owes extensive amounts of money to Albanian loan sharks, he thinks he's got a good chance to win. The GPS will direct you eastward through the borough after heading north along Mohawk Avenue, bringing you through all sorts of locales, including East Hook, Rotterdam Hill, Downtown, and to Schottler.



When you reach Schottler, you're close. Park in front of the building the GPS brings you to and listen closely to what Roman tells you. The Albanian loan sharks might show up during the card game, so you need to look out for them. Using his old phone, you should call him during the game if they show up. Not surprisingly, they *will* show up. But first, Roman will give you a call, so be sure to answer it!



When the beige car Roman describes to you pulls up on the other side of the street, and two angry-looking men walk out of it, you know these are the guys Roman was describing. Quickly

Roman's Missions

follow the on-screen prompts to bring up your phone, and select Roman from your phonebook. Call him and let him know they're coming, and he'll run back out to the car. The Albanian loan sharks will follow suit, and before you know it, you'll find yourself in a car chase. Keep in mind that you will fail this mission if you don't alert Roman of the loan sharks' arrival in time.



Even though you'll find yourself under gunfire as soon as the chase begins, the Albanians simply won't be able to keep up with you if you even have a remote understanding of how to drive your getaway car. The GPS will give you a succinct route that will bring you back to the safety of the taxi office, but remember you can take a shortcut of your choice if you're comfortable with doing so. Either way, getting away from them isn't difficult at all. Trust us -- much, much harder chases await you later in the game.



ROMAN'S MISSIONS

THREE'S A CROWD

Another mission with the loan sharks. Pick up Mallory at the subway. Then go pick up Michelle, then take her back to her apartment. Call Roman and he'll tell you to buy some clothes - just don't spend too much, because money's tight at the moment.

Following the previous mission, you may be at a loss as to what to do. Start by driving around, preferably back towards your safe house on Mohawk Avenue. Once you've driven around for long enough, the game will inform you that you've received your first text message, and it will let you know how to read it. It appears Roman is in some trouble, and he'll ask you to head back to the taxi office. Do that now.



When you arrive, you'll find yourself unsurprised to see that the loan sharks you dodged earlier are once again after your cousin for the money he owes them. They start messing the place up a bit, but when one makes the mistake of holding a knife to Niko, he shows him who's boss. The two Albanians run off, one with a broken arm, and thereafter Roman asks you to go pick up Mallorie and her friend from the subway while he cleans up the mess the loan sharks left.



The route to the subway once you're in Roman's cab will be laid out on the GPS, so just follow the HUD's instructions. You'll swing right from the taxi office's garage, be brought back to

Roman's Missions

Mohawk Avenue, and will ultimately bob and weave your way to the south side of the borough, where these two women will be waiting for you at the Hove Beach Station on Crockett Avenue. Pull up in front of them where the arrow is located, and beep your horn to catch their attention. Once they're in the car, all you have to do is head to Michelle's apartment to drop her off.



Michelle's place is on Mohawk Avenue, but it's a ways north from your safe house. Follow the GPS route to get there easily, heading towards the border of Downtown and Rotterdam Hill. As you drive, the conversation will get mildly awkward (but in a good way!) as Mallorie attempts to set you up with Michelle. It's at this point that you will be introduced to the wide range of relationships and types of relationships [Grand Theft Auto IV](#) has for you. The good news? You'll drop Michelle off at her place uneventfully, but she's interested in seeing you again socially and exchanges numbers with you. Nice!



As the girls depart, Niko will let Roman know the good news via cell phone. Commenting on his unfashionable clothes, Roman tells Niko to head to a place on Mohawk (close to the safe house) where some clothing can be purchased. Again, the GPS will tell you where to go, but since you were already northbound on Mohawk Avenue, all you have to do to get to your location is so turn around and head southbound towards the target on your HUD.

Roman's missions



Your first clothing purchase in this Russian-run store will be on the house, so if you're going for a whole new wardrobe (which your wallet right now, honestly, will probably not allow), try to purchase the most expensive item on your list first. That way, you maximize the amount of money you *don't* spend. We bought some camouflage pants and sneakers (we're totally happy with Niko's fat gut sticking out of his sweatshirt/jacket combo). You can purchase whatever you want, but be sure to buy *at least* your free item, that way you can impress Michelle.



As soon as you've purchased what you want, head outside towards the car. Niko will phone up Roman automatically and let him know of his successful clothes shopping expedition. After the conversation, get in your car and begin to drive around aimlessly once more. This will give Michelle a chance to call you up and ask you out on a date. A huge decision is forthcoming, but in the meantime, we accepted her offer. This will be a great primer on dating girls in Liberty City.

Roman's missions



Do you remember where Michelle lives? Well, in case you don't, an "M" will appear on your map. The game will also give you instructions on how to place a "waypoint" on your map. This can only be done one waypoint at a time, but it's a great tool, because it gives you GPS directions to a specific location where the game doesn't automatically provide them. Press Start and head to the Map, and place your waypoint over Michelle's place. Then, drive over there. But before you reach the arrow that will begin the date, Roman calls. It appears he's in trouble and needs your help. This provides the first of what will be many choices in the game for you to make. Will you go on your date, or will you help your cousin? As far as we see it, the Albanians are after him because he's a deadbeat with their money. The date it is! Keep in mind that you can go help your cousin instead of going on the date, but since Michelle won't pick up her phone, you won't be able to cancel. Standing her up will negatively affect your relationship with her in a major way. But leaving Roman on his own with the Albanians will begin to skew your relationship with him. Choices, choices!



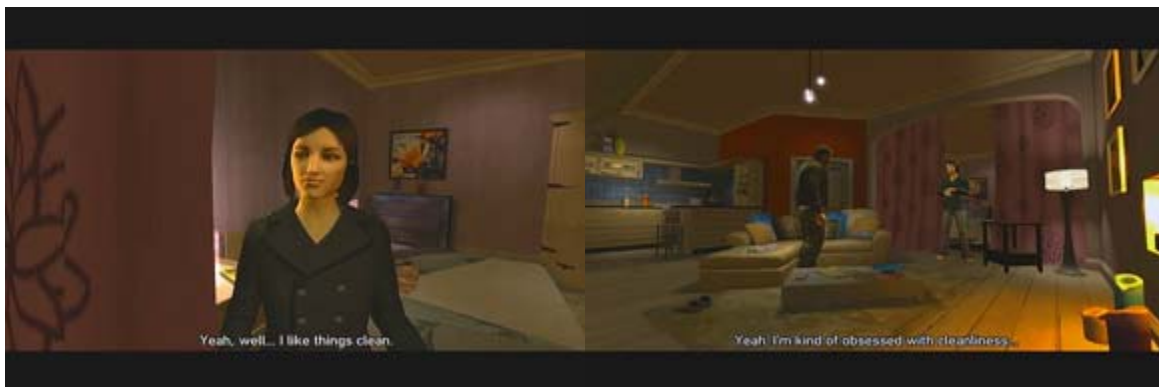
ROMAN'S MISSIONS

FIRST DATE

Here you need to take Michelle bowling. We're not sure if you need to win, but she's so hopeless at bowling that you probably will anyway. Then just take her home. After this, you can call her anytime to set up another date



Michelle seems like a really nice girl, doesn't she? As you get to her apartment, she's still getting ready to go out, but she'll let you in. Niko makes some observations about her apartment, and then proposes the two of them go to the "funfair" (he means carnival, of course). Michelle seems smitten with that idea, and just like that, the two are out the door and in Michelle's car en route to that location.



The GPS will give you a quick route to the south end of the borough where the carnival is located. As you drive, Michelle and Niko will have an interesting and awkward conversation, so listen closely. As you arrive to your destination, Michelle will make the obvious observation that the carnival appears to be closed. But, knowing the area well enough, she lets you know that there's an alternative nearby -- bowling.

Roman's missions



Bowling is a lovely sport everyone can enjoy, so get out of the car and begin to walk on the nearby boardwalk heading leftward towards a bowling alley called Memory Lanes (how clever!) Head on inside and walk up to the counter and accept a half-game of bowling, which will only last five frames (or more if you manage a turkey). Regardless of who wins, have fun, because the bowling minigame in GTAIV is surprisingly satisfactory.



To bowl, follow the on-screen prompts. Because Niko is a righty, you'll generally want to shift over to the left slightly so that his hand is in the middle of the alley. Then, use your analog stick to go back and forth quickly to launch the ball both straight *and* at a high speed. Rack up the strikes (excuse the pun) for a victory over your date.



Roman's missions

When your abbreviated five frame game is over, Michelle will exclaim that she had a great time and then ask to be brought home. Leave the bowling alley and backtrack down the boardwalk to where you left Michelle's car (you two will talk a bit, as well). Then follow the GPS directions to Michelle's place and drop her off. Congratulations on successfully getting through your first date! Soak in the glory, remembering that you can call Michelle to set up another one (or vice-versa) -- just don't call too soon, sketchball!



Since you left Roman high and dry to go out on a date with Michelle, you know the glory will soon subside. After Michelle heads into her building, Roman will call you up and let you know he's at the hospital. The Albanians must have really messed him up! The hospital is located conveniently near Michelle's place, but you should still access your map and put a waypoint on it where the "R" icon is located. That will help you get to the hospital quickly, where Roman is waiting for you.



Roman's a good guy, though, and even though he just got the crap beat out of him and was briefly hospitalized, he sympathizes with your plight of helping him or going out with Michelle. After some funny ribbing ensues, you'll arrive at the taxi depot (just be sure to follow the directions the GPS will give you). Niko apologizes to Roman one more time, and then Roman departs, again leaving you all by yourself to do what you will.

ROMAN'S MISSIONS

BLEED OUT

Go and find Roman on the basketball court. You're going to have to fight the people beating him up, but try to only take on one at a time, or you'll get surrounded. Use the disarm on Darden to take his knife away and then stab him.



Since you opted to go out on a date with Michelle instead of manning up and helping your cousin defend himself against some hooligans, the game will give you a chance at some redemption here. Drive around a bit after you drop Roman off until you receive a phone call from him. The Albanians have found him again and are roughing him up on a basketball court nearby. After receiving the call and the call ending, you'll get some direction from the GPS, so follow the directions until you arrive at your destination.



Your destination in the car and the destination itself are two different things, however. Roman is being roughed up on the basketball court, so you'll need to get out of your car and run to his rescue (simply go forward from where his car is parked, then swing right along the chainlink fence and to the court). It's here that a brief cutscene will ensue. The Albanians are clearly a little scared of you and try to reason with you. Naturally, you'll break some skulls regardless.

Roman's Missions



This will be your first chance to fight with your fists, and the fighting system and lock-on system here is much more refined than in previous Grand Theft Auto games. Be sure to follow the on-screen prompts as they come to be sure to lock on to an enemy. Then, punch away, dodging any enemy swings. Both of the Albanians are relative pushovers. It's their knife-wielding friend on the other side of the fence that you'll *really* want to get your hands on, though.



The knife-wielder, Dardan, will run off and find a car of his own to speed away in. You'll have to give chase. Run off the court and back around towards your car. Hop in, and Dardan's location will be seen on the HUD immediately thereafter as a red dot. And from here, the chase begins.

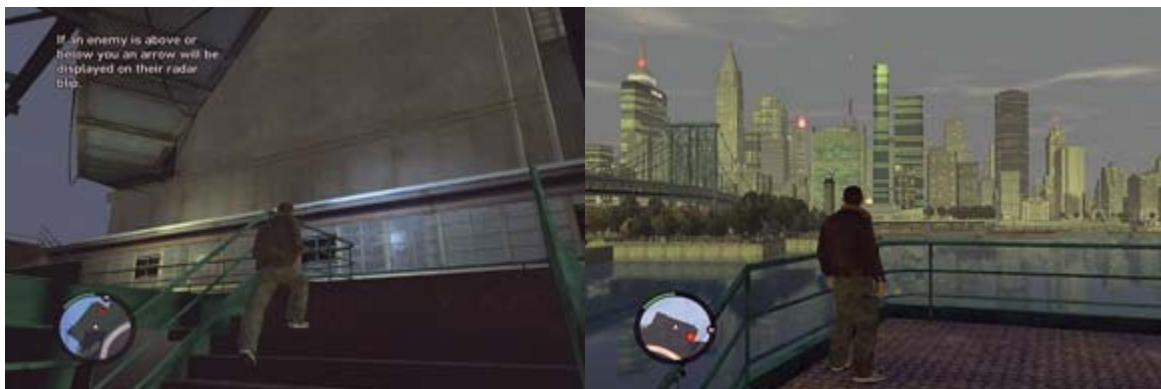


Roman's Missions

Keeping up with Dardan is important, but don't stress too much. The only way you can fail this mission is to fall ridiculously far behind, or if you total Roman's car. Otherwise, simply staying with the red dot as it travels around the HUD is all you have to worry about. You won't have a GPS to help you here, but you won't need it. Think about techniques you used in previous GTA titles -- gravitating towards the icon on your HUD will get you where you need to go, it just might not be efficient. It's a fact that sticking on Delaware Avenue will get you to your location quickly, however.



ou'll arrive at a harborside warehouse, and Dardan's car is abandoned. Follow the on-screen prompt, which tells you to pursue Dardan up the various staircases to the top floor of the nearby warehouse. Here, you'll have to do battle with Dardan. Dardan is armed, so you need to be careful. Getting slashed with a knife hurts a lot more than getting punched by one of his friends. Regardless, you should get enough punches in easily that he will begin to stagger and fall. He'll get up a couple of times, but once he takes a fall, he ceases being a threat. And hey, if you're *especially* brutal, try punching out the windows at the side of the warehouse and pushing Dardan to his death. Hey -- just a thought.



Roman's missions



With Dardan eliminated, you can run back to Roman's car. The GPS will again work, and it will bring you back to the taxi depot. Drop Roman off there as you've done several times now, and the mission will come to an end. And like that, the first batch of missions that seemed to run directly into each other is now over for the time being. What takes over from here is a more traditional mission-by-mission feel that GTA veterans will be most familiar with.



ROMAN'S MISSIONS

EASY FARE

This is your first cab mission for Roman. Pick up Jermaine, take him where he wants, then lose the cops. After this you'll be able to take on taxi missions to earn extra money.

This mission can be acquired by visiting Roman at the taxi office. When you go there, however, he's nowhere to be found. Only Mallorie and Vlad are there, and Vlad takes a disliking towards Niko and starts in with him. It's not long before Roman comes in and breaks up the tension a bit, but Vlad turns his ire on him instead of Niko (who, frankly, he appears to be a little afraid of). Roman owes Vlad money (what a surprise) but doesn't have it because he had to replace the computer the Albanians broke earlier. So, Vlad asks him and Niko (which really means just you) to do him some favors later on.



After Vlad leaves, the phone rings. It's one of Roman's regular customers, a guy named Jermaine. Jermaine lives up on Mohawk Avenue and needs a lift, and since Roman is preoccupied with something else, picking up Jermaine falls on you. Luckily, getting to him is rather easy, since all you have to do is head right out of the taxi office's garage, and then turn left on Mohawk Avenue. Take it up all the way to your destination, driving into the arrows outside of Jermaine's place. This will allow him to come out and get into the car. From there, he asks you to take him to Masterson Street.



Roman's Missions

Getting to Masterson Street is easy enough, since all you have to do is follow the GPS. But first, Jermaine wants to take a little detour to a storage depot where he left some belongings. Now here is a very, *very* important tip. As you near the entrance to the storage depot, you're going to want to back the car in. *Don't* go in there without doing so. This is because the cops have sprung a trap here, and as Jermaine realizes his storage unit has been opened, the cops swarm the area.



Aren't you glad you backed in? Instead of having to back out of this place with the cops on your ass (likely opening your door and arresting you in the process), you can simply speed right out of the storage area and speed off in any direction you like. Since all you have to do here is lose the cops (which is no easy feat), heading in any direction is fine. Your best bet, of course, is to find a long road that doesn't end which you can mercilessly speed down to lose the cops. You're starting here with two stars, so the cops will be on you for a while, but your GTA skills should kick in before long, and the cops will be lost. In case you're curious, you have to get out of the siren-glow on the HUD, which represents the cops' field of view. Once you do, they'll lose you, but keep going until the stars disappear from your screen completely to be absolutely sure they won't be an issue for you anymore.



Once you've lost the cops, stop and take a breather. This will give your GPS a chance to recalculate just where it is you need to go, which is to Masterson Street to drop off the friendly Jermaine. He's proud that you've lost the cops so easily and continues to talk your ear off as you head to your location. Humorously, where he's headed is actually a Pay 'n' Spray location, which you'll probably desperately need right now, since your car is likely in a state of extreme disrepair

Roman's Missions

after the cop chase. Once you arrive there and drop Jermaine off, Niko will call Roman to let him know of the success, but Roman is short with him on the phone. Naturally, you should head back to the taxi office to see what's up, but before you do, feel free to use the Pay 'n' Spray. It certainly won't be the last time.



ROMAN'S MISSIONS

JAMAICAN HEAT

Pick up little Jacob and take him where he wants. Go to the vantage point and wait for dealers - if you stay where you're told, there's no chance of them hitting you. Shoot them all, then get back to Jacob's house. Another easy mission.

Back at the taxi office, Roman has been left all alone to answer the phones *and* his own personal phone line. It appears he wants to get his enterprise started with Niko as his partner. Regardless, things are a little bit chaotic at the office, and Roman can't pull himself away from his desk job to pick up one of his customers. Just like last time, you're expected to go pick up someone, this time named Little Jacob. Jacob is a toker, says Roman, so we need to watch after this guy.



Jacob is located where Chive Street runs into Oneida Avenue. Don't worry about those details if you're using a GPS, though, since the GPS will get you there just fine. It's located extremely close to the taxi office, so this shouldn't be a trip of more than half a minute, tops. He'll be waiting near a grand entrance to one of the borough's major parks, Outlook Park, so Jacob's location should be easy enough to decipher.



As easy as it is to decipher Jacob's location, deciphering what it is he's saying is another issue entirely. Thankfully, the game will not only show you where to take him with your GPS, but it will also tell you what he's saying as long as you have the subtitle option on. So as you drive, listen to what he says. The conversation is... interesting, to say the least. Jacob wants to head to a

Roman's Missions

location of Dillon Street, and again, that's not too far off, so getting there should be easy enough for you, especially now that you're well-acclimated to the game.



You may have noticed during your incomprehensible conversation with Jacob that he offered you a pistol to arm yourself with, since he needs a point man as he meets up with some guys to do some shady dealings. So when you arrive, Jacob asks you to go to a spot located on your map that can be accessed by getting out of the car. Once out of the car, head to the spot as seen on the HUD, and then arm yourself with the pistol and crouch down, as the game suggests. Doing so will allow you to not be seen by Jacob's associates.



Jacob is quickly assailed by more men than he anticipated coming to this meet up, and he opens fire on them. That's your cue to open fire, as well. Make sure to aim with the corresponding button on your controller before firing, as the bullets will easily find their targets if you do. Once one target is downed, move onto the next, and then the next. You may think you're in the clear once the three enemies are killed, but one will come out of a door behind you. Jacob will alert you to this, so once he does, turn around and toast the guy behind you as well.

Roman's missions



The four murders you just committed and the sound of incessant gunfire will draw the attention of the LCPD, so meet back up with Jacob and quickly run to the nearest car around (we found the red vehicle seen in the picture below parked alongside the street). You'll then have to lose the cops before proceeding, so drive around like a madman like you have earlier to allude the police. When the police no longer have any idea where you are, you can then proceed with the last leg of your mission with Jacob -- bringing him to his final location.



Driving to where Jacob needs to is easy enough, so we won't continue to hold your hand to each location. Simply follow the GPS to where it says to go. Once you arrive, Jacob will depart, but not before offering you chances of future work, and even leaving the pistol he gave you in your hands. It's great, because now you're *really* armed.



VLAD'S MISSIONS

BULL IN A CHINA SHOP

Go to the shop that's giving Vlad trouble, and throw a brick through window to convince them to pay up. This brick trick's handy for causing a distraction in situations when pulling a gun might be considered going a bit far.

Meet Vlad at the bar he hangs out on over on Mohawk Street (it's across the street from the safe house). Once you're in there, you'll see some interesting scenes with a really, really drunk guy named Mel. But that's not important (other than that it's humorous). What *is* important, however, is the subsequent conversation you have with Vlad. Vlad, even though he talks incessant amounts of crap to you, actually seems to like you, and he trusts you enough to send you out on some missions. The first one deals with an older guy who owns a china shop, and owes Vlad some cash. He asks you not to hurt him, but to get his money. And then he offers you a baseball bat. Perhaps Vlad should lay off the coke?



Head outside and jack a car. Then, begin to head over to the china shop per Vlad's request. Naturally, the GPS will take you there, and it's not too far away either, so don't expect an epic cross-city drive. You'll be there in no time. When you arrive, get out of your car and head on in. You'll find the owner of the establishment, who immediately acts belligerent. Remember, though -- Vlad told you not to hurt him, so don't! Instead, mess up his establishment. We pulled a pistol out and shot one of his storefront windows out. Attempt that or something similar to scare him into paying.



vLad's missions



Once the store owner gets scared enough to choke up the money, Niko will call Vlad up on the phone and let him know about his success. He'll then be ordered back to the bar to give up the money. The GPS will, once again, get you to your location easily. Once back at the bar (remember, it's across from your safehouse), you can get out of the car, enter, watch the finalizing cutscene, and then move on to another one after giving Vlad his cash.



VLAD'S MISSIONS

HUNG OUT TO DRY

Here you're chasing the owner of the Laundromat, so you'll want to pick a fairly chunky car to ram him off the road - if you hit him directly from behind you might go through the windshield. There's a car out the back you can hotwire, but a Patriot might be a better choice.

No business is off limits to the extent of Vlad's extortion... not even laundromats. Vlad has a guy that won't pay up, and he's a laundromat owner who needs Vlad's protection to survive. Vlad wants you to do what you have to in order to convince this guy to pay. So, you know what to do. Head outside, jack yourself a car if you don't already have one in your possession, and get on your way.



The laundromat is a hop, skip and a jump away from Vlad's bar, and can be easily accessed from that area with a short drive. Follow the GPS to your destination, and once you arrive, get out and go to head inside the laundromat. When you do, the facility's proprietor spots you, throws a laundry basket at you, and jets out the back door. Quickly chase after him only to find him speeding off in his rather agile van. Break into the nearby car, turn it around, and quickly follow him.



vlad's missions



Follow the red dot on your HUD. That dot represents the van, and you have to ram it, damage it, and in any other way hinder it in order to damage it. When the van takes enough damage, it will stop, the driver will relent, and he will offer to pay what he owes. But getting to that point can be tough, and if the van strays too far from your location or if you take too long, you'll fail the mission automatically and will have to try again. Your best bet is to get behind the van and try to shove it in one direction or another. This should cause the van to spin wildly, damaging it as it strikes into cars and other obstacles.



When the driver finally relents after your frantic chase all around the borough, he'll stop, talk to you from his van promising to pay, and then you're off. Since he's promising to pay in the future and didn't actually give you anything, you don't have to go back to visit Vlad, since there's nothing to give him. Instead, the mission will come to a successful conclusion following a victorious, albeit brief, phone conversation with Vlad.



VLAD'S MISSIONS

CLEAN GETAWAY

Here you just need to catch the subway, then punch out the two guys there. If you've got a gun, just shoot them. Then it's off to the car wash and then to the garage to finish the mission.

Vlad will give you this mission from the bar at the outset, but most of the instruction will come on the walk to his car, and in the car itself. Vlad has a bit of a drug problem, as you'll soon find out in the cutscene, but he'll give you a task totally unrelated to narcotics. This time around, instead of scaring store owners into paying him protection, he'll ask you to head to the ghetto to grab a car parked there. You can't drive there, either. No sir -- you have to take the subway.



Thankfully, the subway station (represented by a yellow dot on the HUD) is just up the street from the bar, so there's no need to jack a car to get there. Instead, simply walk or run there. Walk into the station and follow the on-screen prompts to the middle platform, where the train you seek is located. Once the train arrives, take it one stop over, which should bring you to the section of the borough called Steinway. It's here that the vehicle you are to steal, a silver Blista Compact, is located.



Nearby Yorktown Avenue is your destination. It's a dead end street due north from the station, and is easy enough to spot, especially with a turquoise blue blotch on your HUD representing its location. Approach the car, and you'll see a guy polishing it. As you get close to the car, Niko will talk to him automatically, and then he and his friend will go after you, even if you don't try to get into the car immediately. Your best bet here is to jump in the car as soon as you can and

vLad's missions

use it as a giant, several ton metal battering ram to eliminate the deadbeat and his friend. You might as well kill 'em with the very car they stole from Vlad.



After killing them, begin to drive back towards the bar. Vlad will call you shortly thereafter, though, and when Niko informs him that the car is dirty, Vlad orders him to go to the car wash before returning it. Nothing can be too easy, right? Well, the GPS on your HUD will redirect you to the carwash nearby, but it's still going to be a little bit of a drive. When you arrive at the carwash, send the car on through. This will get it nice and clean, satisfactorily for Vlad.



Earlier on the phone, Vlad told you that after getting the car washed, you can go to his storage locker and leave the car there. After emerging from the carwash, the HUD will show a redirected GPS route for you to head from the carwash to this very lockup location. Follow these directions, being extra careful not to badly damage the car en route. The garage owned by Vlad will be opened automatically upon arriving at the storage location. Simply park the car in the garage to end the mission.



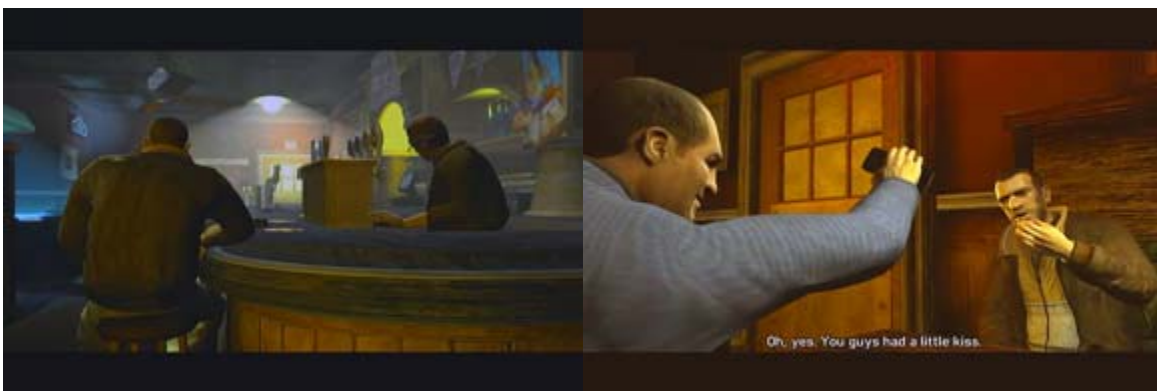
VLAD'S MISSIONS

IVAN THE NOT SO TERRIBLE

Ivan's a pretty ropey driver, so the tough bit of this mission's chasing him across the rooftops. Chase him in car, across rooftops, stamp on his hands or let him go. This might affect what happens later, though...



This mission will begin innocuously enough, with Roman sitting at the bar talking with the friendly bartender, Mickey. After ordering some water (why he doesn't order a drink we don't know), loud, obnoxious Vlad will show up on the scene. He will drag Niko to a quiet booth where the two can talk business. Niko is ultimately coerced to execute a hit at Vlad's request, being told that a pretty powerful man will be angry at Niko and Roman if this hit isn't fulfilled. With little choice, Niko accepts, and you're off to find your target.



Begin to drive towards where the GPS directs you, and suddenly Ivan will spin out of a garage in his sports car and begin a race with you. There's no real way to stop him in his drive, and that's because this mission culminates not on the road, but on foot. As long as you can stay near him on the chase, he'll always end up at the construction site at Onondaga and James Streets. So, regardless of where he's going, if you know where that location is (just check the map that came

vlad's missions

with the game), you can actually drive straight there and wait for the second leg of the journey. Keeping up with Ivan is doable, but it requires quite a bit of skill and finesse (and few, if any, mistakes), so consider your options and choose which method suits you best.



Once you arrive at the construction site, Ivan will abandon his car and take off on foot. Naturally, you should pursue. It appears the reason for this mission is to show you how to both climb ladders (as you will do several times as you climb up the construction site), as well as how to run along rooftops, and jump from roof to roof. Ultimately, you'll have Ivan stuck in a corner, and he'll be hanging off a roof with nothing between him and considerable distance down to the ground. You have a choice here. You can let him live, or you can kill him. We chose to kill him, but we'll leave that choice up to you. Either way, the mission will end in victory, and you'll become just a little bit richer. Monetarily, of course.



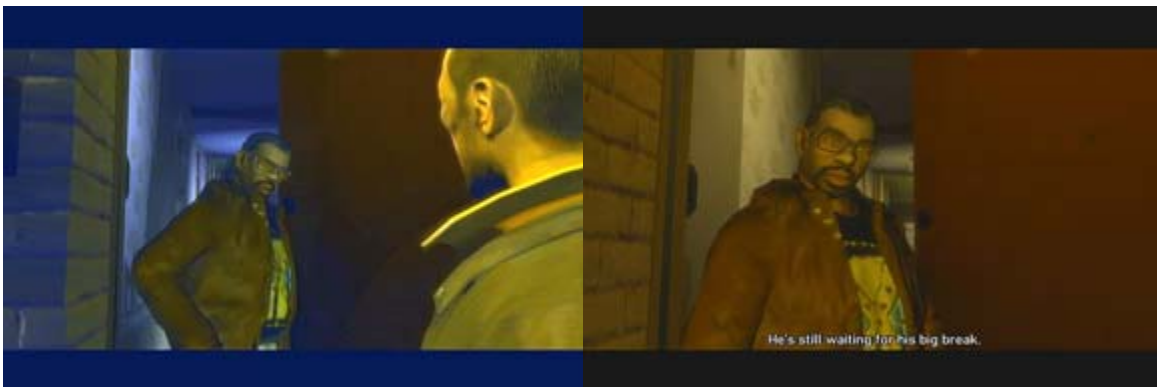
LITTLE JACOB'S MISSIONS

CONCRETE JUNGLE

This is your first chance to do some in-car shooting, but it's just as easy to run Little Jacob's competitors over. After that's done, take Jacob to the dealers' house and let him keep them busy while you shoot everyone. This mission introduces cover shooting if you haven't done it yet.



Head on over to Little Jacob's place, which is located on Dillon Street on the border of Downtown and Schottler. Once you're there, head to his front door and ring him up. The ever-stoned Jacob will stumble down the stairs to answer the door. You'll want to make sure to have subtitles on if you don't already, since understanding anything he says is a feat without them. Through all of the incomprehensible verbiage spewing from Jacob's mouth, you'll garner one important fact -- he wants you for a mission.



Jacob is too high to drive, so he asks you to do so. Jump into your whip and begin driving towards Willis. The GPS on your HUD will give you the best route there. As usual, Jacob will be talking incomprehensibly, so keep an eye on the subtitles to see all of the humorous things he's saying to you. When you finally arrive at your destination, you'll drop Jacob off and then be ordered to head into the nearby alleyway to cut off any possible escape from the guys he's

LITTLE JACOB'S MISSIONS

dealing with. Pull into the alleyway (*don't* back in), and try to turn to the left as much as you can before hitting the event arrow there. This will give you great placement for what's to come.



It appears Jacob's paranoia wasn't completely weed-induced. The new guys he's dealing with did indeed try to take his money without handing over the goods, and Jacob calls you to let you know they're making a run for it out of the back alley. As you see them run out of the door and towards the far side of the alley, you'll realize why we told you to turn to the left. Begin driving towards them, using your car as your weapon to run the three foes down. *Don't* get out of your car, as these three guys are packing heat. The car will give ample (though not complete) protection from bullets. The red dots on the map represent their location (if they're close enough to each other, it'll be one red dot). Run them down, being absolutely sure they're dead, and then pick up Jacob when the game tells you to.

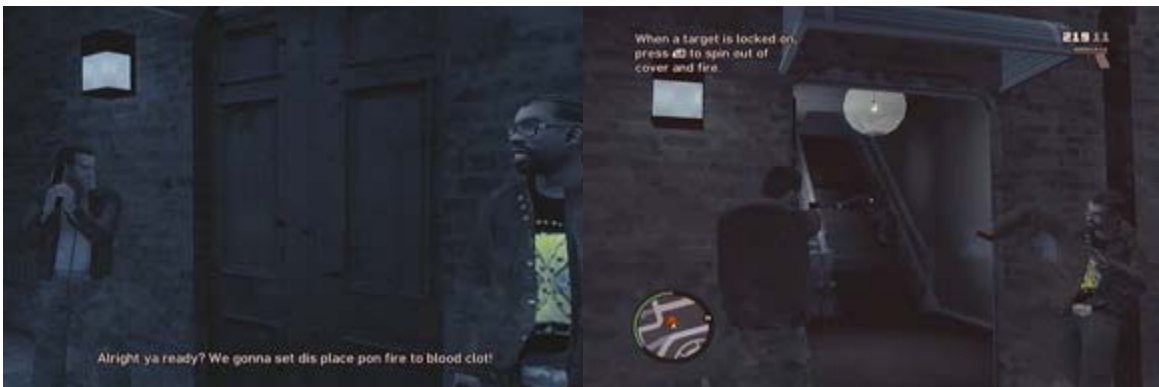


Follow the GPS' route on your HUD back to Savannah Avenue, where Jacob will be waiting for you to pick him back up. Beep the horn to get his attention if he doesn't immediately see you. Once back in the car, he'll order you to head over to Meadows Park, which is slightly to the east. The drive isn't very long at all. When you arrive at your destination, you'll quickly realize that Jacob has more plans for you and he.

LITTLE JACOB'S MISSIONS



Make sure you're strapped with a gun as you get out of the car (you should have a pistol, so be sure the clip is fully loaded). Then, run up the stairs towards the house in pursuit of Jacob. Follow the on-screen prompts to hug the wall as Jacob busts the door open and begins firing on those within. Follow suit, helping him take out the thug on the staircase. Then, head to the adjacent window and cap the fool firing on Jacob (he won't see you until it's too late). Following his death, work your way into the house and to the left, into the living/dining area, and the kitchen. Two more foes, including one packing a shotgun, will need to be eliminated. When they're both slain, pick up their weapons, money, and the first aid kit on the table. Then, since the rest of the house has nothing of interest in it, break back for the car.



LITTLE JACOB'S MISSIONS

Once back in the car, the GPS will map the final route you'll have to take on this mission. Jacob praises your hard work as you bring him to his final destination, and once you let him out, you know that you did right by him and his people. You can expect more work from them, for sure.



ROMAN'S MISSIONS

UNCLE VLAD

Head to Comrades but park your car out back and equip a shotgun. Pop the bodyguards, sprint through the doors, drive out front and make sure you pick up Roman, then follow Vlad. You need to be quick, but you finally get to execute the guy who's been causing you so much grief.

Head over to the taxi office and find Roman, drinking by himself. You know that when that's going on, something must really be wrong. It appears that Roman saw Vlad's car outside of Mallorie's place the other day, and suspects that something is going on between the two of them. What's more, Niko appears to have had suspicions of his own, setting him up for some more of Roman's ire. Ultimately, Niko decides to do something about it, and the two men scramble outside to Roman's cab.



Once in the cab, follow the brief route on your HUD that the GPS lays out for you. It will bring you to a bar called Comrades Bar, a Russian hangout. Roman will continuously try to talk you down from doing anything stupid, but you know Niko won't listen to him! Upon your arrival, Niko busts in through the door and Roman follows. Roman again tries to diffuse the situation but Vlad talks a big game, and as he walks away, he sticks some of his henchmen on you. You know what you have to do.



Roman's missions



Dealing with these two punks can be a bit of a pain if you aren't armed with a firearm. If you aren't, try using a knife (or your fists) to take one out at a time. If you have a firearm, however, than this fight will be much, much easier. Simply train your pistol (for instance) on one of the foes, fire away, and then do the same to the other one. Once both are slain, you'll get an on-screen prompt letting you know that Vlad is making his getaway. It's time to pursue him!



Run out of the back door (or through the front, if it's quicker for you) and get back into your car. Roman will already be in the passenger seat, so you don't have to wait around for him. Once in the car, begin following the fast-moving red blip on your HUD. This is Vlad attempting to make his getaway in his vehicle. He's pretty fast, so you're going to need to stay on top of him, but his destination is easy enough to get to if you simply want to wait for him. He's headed towards the harbor on the west side of the borough, by the Algonquin-Dukes Expressway and the Algonquin Bridge.

Roman's missions



When you near that area and Vlad arrives, Vlad will bail out of his car and make a run for it towards the water's edge (you'll be notified on-screen of this). So, continue to pursue the red blip on your HUD at this point - the chase won't last very long, though. As soon as you arrive, a series of cutscenes ensue with Vlad and Niko. Ultimately, Vlad will kill him (you'll be able to use a special execution on him, so follow the on-screen prompt to do it properly). Then, Roman will show on-scene and freak out about it. After some talking, you'll realize why Niko *really* came to Liberty City. Then, Niko drops the body in the river, and that's that.



ROMAN'S MISSIONS

CRIME AND PUNISHMENT

This is the first mission where you need to get a cop car: to do it, either call 911 - although this means one guy will stay in the car and need to be dealt with - or fire into the air to attract police attention. This way both cops will leave their car to investigate, and you can steal it without getting a wanted rating. Now all you have to do is pull over vans - but make sure you've got a shotgun equipped for when things inevitably go wrong

The beginning of this mission shows just how complex the story can get in [Grand Theft Auto IV](#). This mission can be started in one of two ways. After killing Vlad, you can either call Roman or Roman will call you. Once this occurs, he'll tell you to meet him at the a bar on Mohawk Avenue, so head down there and drive into the arrows in front of the establishment. A humorous (yet strangely serious) cutscene will follow in which Roman, scared of repercussions from Vlad's murder, is hiding in a dumpster. It's not *that* funny, though, because Roman and Niko really are being followed! A man with a machinegun walks up to them and takes them to an unknown location where you get to meet the people Vlad was working for. After a lengthy cutscene at the house of the boss, you'll realize they didn't like Vlad that much anyway. For the time being, you're working for them. As for Roman, well... he has a gunshot wound to deal with.



The boss's lieutenant orders you to find a cop car. That's your first order of business. When you find yourself outside, take a look at your map. You're at the *far southern end* of the borough,

Roman's Missions

near Memory Lanes (where you took Michelle out on your first date). Finding a cop car, especially a parked, abandoned one, is going to be a bit of a crapshoot. Here's your best bet (without being too verbose) -- drive around until you spot a cop driving his squad car. Ram him to get him out of the car. Then, quickly kill him (and his partner if applicable) and jack their car. Ride around until you lose your wanted level. Remember to keep the cop car in good shape, because you're going to need it for a particular reason forthcoming.



With your cop car, you can now run around the borough and pull vans over to check their merchandise. Remember that you're looking for a van with TVs that you can jack. There are three vans in your vicinity, each represented by a turquoise dot on the HUD. It appears that it's randomized. That is to say, you'll probably have to pull the first two over fruitlessly regardless of which ones they are in order to get the third one, which has the stock you're looking for. Simply turn your lights on and pull the van over, then get out of the car and approach the window. This will allow a cutscene to play in which Niko realizes he's pulled over the wrong van.

Roman's missions



The third van is going to have the merchandise you're looking for, but the passenger in the van isn't going to let it up as quickly as the driver will. He'll pull a pistol on you and proceed to fire. You can fight back if you so desire, pulling out your own strap, but it's not necessary (you can also use their own van to kill them). When you have the van, simply follow the GPS route on the HUD towards your destination. You'll ultimately arrive at a garage on Hooper Street. The garage will be open, so simply park the van in there, and Niko will get some cash for successfully completing the mission. With this mission completed, Faustin and Dimitri can be both called on your phone.



FAUSTIN'S MISSIONS

DO YOU HAVE PROTECTION?

Drive to the Sex shop, then kneecap the guy Faustin tells you to. Head back to the gun shop and you'll be rewarded with an SMG.



Head over to Faustin's place on the south side of the borough near the boardwalk. This is his beautiful mansion. When Niko knocks on the door, Faustin's lieutenant Dimitri answers. He'll let you in, and the two of you will go and speak with the coked-up, drunk Faustin. Dimitri and Faustin have words with each other, but regardless Niko and Dimitri are sent out on a mission. And just like that, you're asked to take Dimitri to, of all places, a sex shop up on Delaware Avenue.



Jump into the car in front of Faustin's place, and the GPS will give you directions via the HUD so you won't get too lost. Thankfully, getting to Delaware Avenue from Faustin's gated community is really a pretty simple endeavor, so there's nothing to worry about. Especially humorous is how different Dimitri is from Faustin. They truly are like polar opposites, making them some of the more intriguing duos in the game.

FAUSTIN'S MISSIONS



When you arrive outside of the porn shop, park the car and follow Dimitri's lead by going inside. Dimitri knows how to handle himself pretty well, shoving his way quickly into the back room to confront the smut lords at gunpoint. It appears Dimitri has a rougher, more violent side than he originally let on. Still, though, as the following gameplay shows, he just wants to hurt them a little and scare them, not actually kill them as Faustin intended.



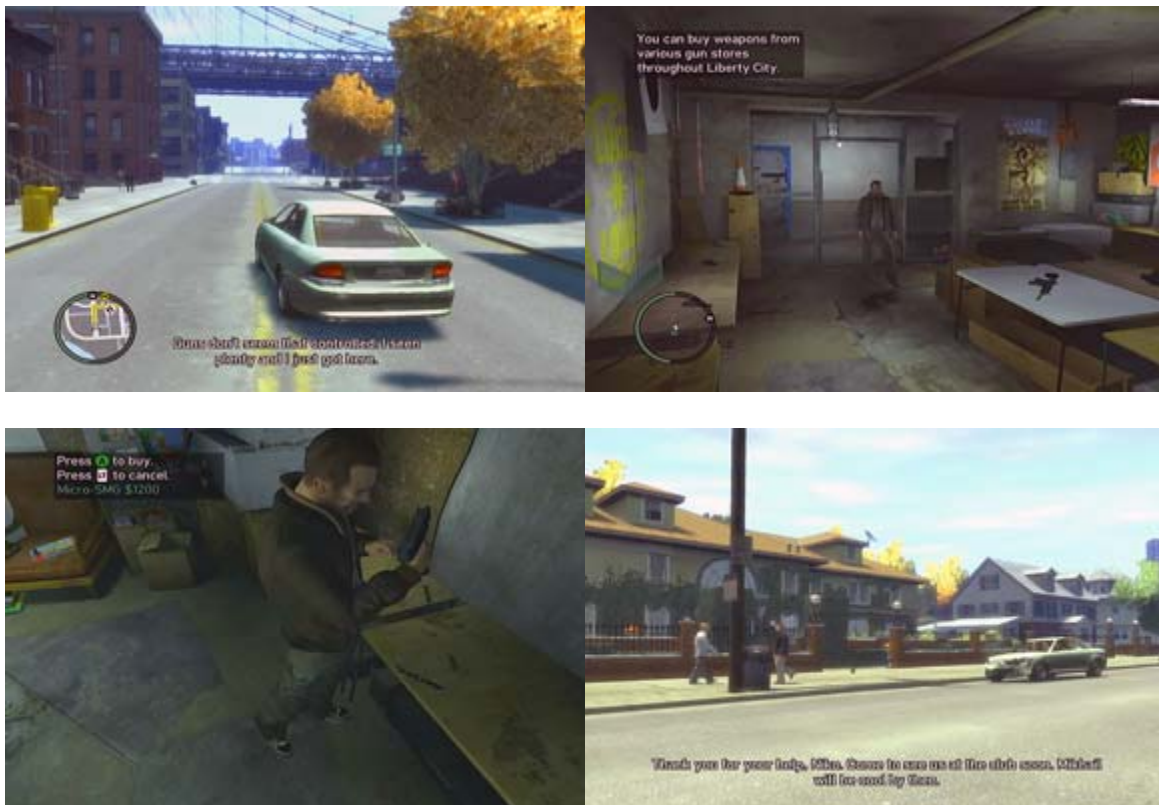
When you gain control, point your gun at the target, following the on-screen prompts if you don't already know how to do so. Then, as the game instructs, shift your attention (and the barrel of your gun) to the guy on your left. Since they're not listening to Dimitri so well, he orders you to shoot the guy in the leg, so do so, *being absolutely, positively careful* not to shoot him anywhere

FAUSTIN'S MISSIONS

else, or you'll fail the mission. That's all these chumps needed. They give up the money, and you're free to leave the shop and head back to your car.



En route back to your car, Dimitri will let you know that there's a firearm shop he needs to visit. This store is located Downtown on Dillon Street, but naturally, the GPS will get you there quickly and easily, so don't concern yourself too much with getting there. Just get there! Once there, Dimitri will let you go in by yourself, tell you to buy an uzi, and tell you to charge its \$1,500 price tag to Faustin's account. So, do just that. You won't be able to buy any of the other weapons, since the game simply won't let you, nor do you have the money for any of them at this point anyway. But now, you're well-armed. With the uzi, get back into the car and bring Dimitri back to Faustin's. Case closed.



FAUSTIN'S MISSIONS

FINAL DESTINATION

Here you're heading to the subway to whack a guy. Have a gun ready, because one of his bodyguards has an SMG and you need to take him out fast. After that's done, sprint across the tracks and pop your target before he gets in a car. Or shoot out his tyres and kill him when he crashes.

Head over to the Perestroika on Tulsa Street. Here, you'll find both Dimitri and Faustin, and they have a rather ugly job for you. You likely already picked up on the reference in the name of the mission ("Final Destination"), but here you'll have to send a suspected rat to his very own final destination. Making matters worse, Faustin thinks that Niko might be the rat, not the guy he's sending Niko out to kill. Regardless, this is a way to prove your loyalty, and over Dimitri's objections, Faustin sends you on your way.



Your destination is in an entirely different borough, Bohan. This might in fact be the very first time you've ever left the comfort of Dukes and Broker (two boroughs which share the same island). The quickest route, as your GPS will show you, is across the East Borough Bridge, northward over Charge Island, north along the other leg of the East Borough Bridge, and onto Bohan, the smallest of the boroughs in the game.



When you arrive in Bohan, you'll realize it's not the nicest area, but you'll have to make due. Follow your GPS just like you did to get to Bohan, as Niko calls up Faustin to make sure that he still wants you to go through with it. However, when you reach the red dot representing your

FRUSTIN'S MISSIONS

target on your HUD, you'll realize he's on the train platform above you. You'll have to get out of the car and head up to the subway platform yourself, where you'll automatically confront him. This guy has a mouth on him, though. He's just asking for a bullet to the head.



When you regain control after the confrontation cutscene, his quick-shooting friend will wield a gun and begin firing. Immediately take him down (you should have an uzi and/or a shotgun by this point, so either will do -- a pistol is a distant third choice). Lenny books it across the tracks, though, and two trains coming from both directions will give him a head start on you. This is where things get difficult. If you're good, you'll be able to run to the other side of the platform and gun down Lenny as he's running down the stairs. Even one shot will slow him down, make him stagger, or make him fall outright so you can finish the deal. Otherwise, a car chase will ensue.



If the car chase occurs, you're in for a bit of a headache, because while Lenny drives relatively slowly, getting him to actually stop is a real pain in the ass. He'll jump in his car, but there should be a car for you to jack nearby. Stay on his tail, ramming him and trying to spin him out. Shoot some bullets at him through his windshield or windows, and do anything you can to damage him and make him stop. There's no doubt you've attracted the police's attention by now (in fact, your flagrant use of firearms at the subway station probably got that ball rolling), so you're gonna have to deal with a lot here. It really pays off to kill him as he descends the stairs back at the station. It makes this mission ten times easier.

FRUSTIN'S MISSIONS



roman's missions

LOGGING ON

This is your introduction to the internet cafe. Just go and set up a profile at revolutionTT.net - the second part of this mission comes later.

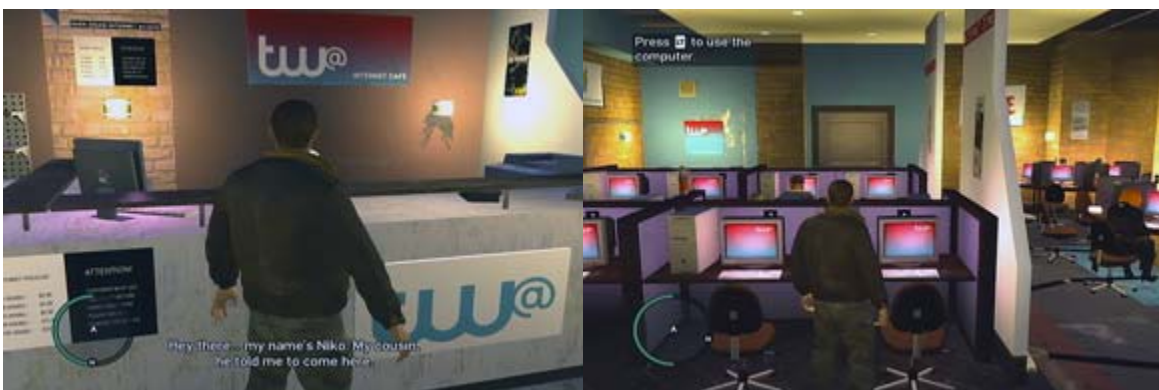


Head over to the taxi office and see Roman, who will be hanging out with a new meathead friend of his who just can't seem to stop exercising and being annoying. Roman busts Niko's balls about not going online, and perhaps not even knowing how to use the internet at all. Regardless, he sends you off to a nearby internet café to get going with your online excursions. Might as well see what this World Wide Web everyone's talking about is all about.



The internet café you seek is called tw@, and it's located on Oneida Avenue in Outlook. It's an extremely brief drive from the taxi office, and the GPS will get you there rapidly. Once there, head on inside and speak with the women behind the counter, who will direct you to one of the computers. From here, you can simply logon and browse the net at your leisure, setting up an e-mail account first and foremost as you follow the on-screen prompts. Then, explore away, using your homepage to navigate to some pretty interesting areas of the web. Otherwise, this is an extremely brief mission, for once you head outside and let Roman you set up your e-mail via cell phone, the mission will come to an end.

ROMAN'S MISSIONS

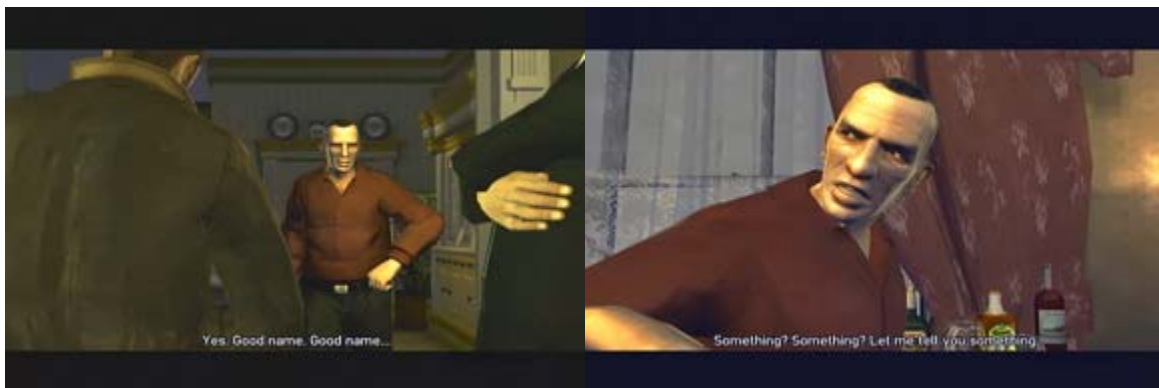
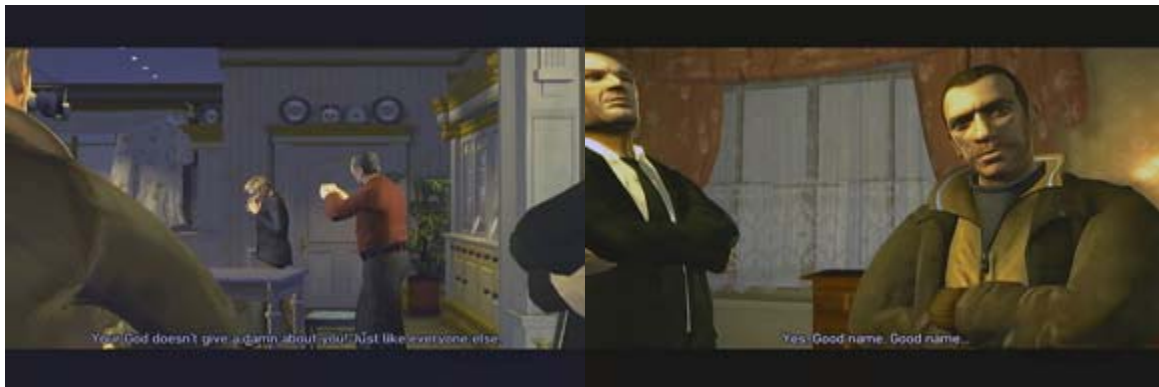


FAUSTIN'S MISSIONS

NO LOVE LOST

This is one of the first missions where there's no point in shooting at your target - you just need to be careful you don't fall off your bike and chase him at a distance. When his gang turns up in the park, dismount at a distance from them, and use trees as cover while you shoot them all. There's no rush for this.

Head to the south end of Broker, to the gated community that Faustin calls home. Head to his house and walk on in to catalyze a cutscene with him and one of his associates. First and foremost, Dimitri is nowhere to be found, which displeases Faustin greatly. But he dispatches one of his associates to take care of that. Instead, he brings to your attention the fact that he has a daughter, and that he considers her an ungrateful whore of sorts. He suspects she's hanging out at Firefly Island with a biker dude, and if that's the case, he wants you to kill him. Easy enough, right?



Grab a car and drive out of the gated community, heading westward towards the other side of the borough. You're gonna head down a street near the boardwalk where Memory Lanes is, and once you park your car there, you'll see Faustin's daughter with her scumbag boyfriend. This guy talks a tough game, to both the girl and to you, and you'll have to give chase on a nearby motorcycle, since he vows to find his friends and take you out. Chances are you may never have ridden a motorcycle before now, so be careful!

FRUSTIN'S MISSIONS



Stay close on the biker's tail, so that he's never too far away from you. If he strays too far, you'll fail, so while you don't have to stay on top of him, make sure to bob and weave through traffic and other obstacles with relative finesse. There seems to be an especially dangerous obstacle on Dukes Boulevard during the chase in which a silver car spins out and finds itself horizontal across the road. This exact scenario happened to us on multiple playthroughs, so watch out for it.



Even though the game instructs you on how to fire your weapon while riding a motorcycle, don't bother. Instead, continue to follow the biker boyfriend until he meets up with his friends. Then, follow them for just a little bit longer until they turn left and enter Meadows Park. But don't pursue them with the bike. Instead, jack a burly vehicle from the adjacent road -- like the SUV in some of the pictures below -- that can stand up to a good beating and some gunfire before exploding. Then, pursue the bikers.



FAUSTIN'S MISSIONS

The group of five bikers will split into two groups. One group, closer to the road, is made up of two bikers armed with pistols, and the second group of three bikers is located further in the park, armed with automatic weapons. Take them out in that order, preferably using your car as your primary (and preferably only) weapon. Only get out of the car if the conditions permit it, using it as a shield between you and any surviving gunners. Also, take out the groups one at a time so you don't get in over your head. When all five foes are killed, collect their weapons and any money dropped. Then, Niko will call Faustin and let him know of the success.



LITTLE JACOB'S MISSIONS

SHADOW

Although this mission's called Shadow, you don't really need to be that stealthy - you can just spook the dealer you're after, then sprint after him. Then shoot him and his mates, and you're done.

Head over and visit Little Jacob at his place to get this job. This is the first time you'll meet the much-spoken about Badman, Little Jacob's associate. These two stoners want you to take care of some rival dealers in the area who think they can sell in their territory on their street corners without getting a cut of the profits. Little Jacob will translate for the incomprehensible Badman. Even though Badman can't be understood even with the help of subtitles, you'll still want to make sure to employ them to understand the directions from the more easily understood Little Jacob.



With instructions handed down, it's time to head to South Bohan. Getting there will be easy with your GPS, as it will take you out of Dukes and up to Bohan via Charge Island and the East Borough Bridge. Once in Bohan, you'll head to the Fortside sector, where the dealer is slinging his wares on Wallkill Avenue. Be sure to approach with care, and don't worry about what car you take to the scene, as you won't be needing it anyway.



Little Jacob is clearly angry for a reason, because these rival dealer have good product and are going through it like it was nothing. So much so, in fact, that when Niko arrives to check out the

LITTLE JACOB'S MISSIONS

dealer, the dealer begins walking to his supplier's place to pick up even more. You'll be ordered to follow on foot, so abandon your car and begin to follow him, but be sure to keep your distance so you don't spook him. He'll take you through a few rough alleyways at varying speeds, ultimately leading you through a building and into the back of another building on Joliet Street.



If he saw you, he would have ran to his location, so you need to make sure you're on him in this scenario, since he's moving a lot quicker. You'll have to climb all the way to the top floor. Here, you'll find a locked door that you can break open. This apartment holds the lesser dealer and his two well-armed suppliers, and they're ready for a gunfight. Break out your best weapon, preferably an uzi, and go to work on these clowns, taking out the one on the right side of the room before dealing with the better-covered ones at the back end of the apartment. When they're all killed, Niko will call Little Jacob automatically and let him know of the success.



FAUSTIN'S MISSIONS

RIGGED TO BLOW

Here Faustin's given you a truck rigged with a bomb. Drive carefully, because one or two knocks will make it explode. Just take it to the destination, and watch it blow from a distance. Easy.



Head to Faustin's place. Niko will be greeted by his wife after he knocks on the door, and since Faustin isn't there, he comes in and they have tea and talk. Faustin's timid wife tells Niko some interesting facts about him, and Niko comes clean about his sordid past. Faustin then comes home and, in true fashion, begins to scold his wife before offering Niko another job. He wants you to go pick up a truck by Montauk Avenue before proceeding.



FRUSTIN'S MISSIONS



So, head outside, grab a mode of transportation, and follow the GPS northward to your destination. The truck, which is an eighteen-wheeler, is parked in a driveway off of Algonquin-Dukes Expressway. Simply look for a gas station as the GPS takes you to your location. Once you spot it, turn rightward *before* reaching it, and you'll see the eighteen-wheeler sitting there. Get out of your whip and head into the slow and sluggish -- yet extremely necessary, for the mission -- big rig.



The GPS will give you a new location as the game prompts you to head to a garage with the eighteen-wheeler in your possession. The garage is located at the southern end of Bohan, on Hollowback Street. Because of this, you'll be crossing over the East Borough Bridge via Charge Island. So, enough talk. Head on over to the garage!



FAUSTIN'S MISSIONS

There are some really important things to keep in mind when driving this truck. First and foremost, it's lined with explosives, so you *absolutely* must not jar the truck, crash it, or do anything too crazy. If you do, the game will inform you of how to keep an eye on the volatility of the bomb (by listening to the beeping and watching the flashing light on the back of the truck). You must also realize that this truck is a vehicle of momentum. Getting it up to even moderate speeds takes time, but once you get it there, try to keep it there.



When you finally cross the bridge and enter Bohan, you're nearly to your destination. Follow the GPS the rest of the way, increasing your caution since traffic in Bohan near the bridge is always a little bit crazy (unless it's in the middle of the night or something when you attempt this mission). When you reach the garage, carefully and slowly turn the truck into the compound and park it in the garage, being sure not to scrape the truck against the sides or in any other way prematurely set off the explosives. Then, when the game tells you to arm the bomb, do so. Niko will automatically run out of the truck and the explosives will detonate behind him. Quickly find a car to steal or jack, and drive back towards the bridge. When you've left the area, Niko will call Faustin to let him know of the success, and the mission will conclude.



BRUCIE'S MISSIONS

SEARCH AND DELETE

First, get a cop car and use the computer. When you find your target, you can't stop him until a certain point, although you can shoot out his tyres. You need to watch out for trucks swerving around in the road in front of you, but the trickiest part of this mission is losing the police attention you'll get from running through toll booths. Just stay calm and don't bump or shoot any civilians and it'll be fine.

Getting this mission will involve, at some point, Roman calling you and inviting you to his friend Bruce's place over on Delaware Avenue on the west side of Broker. However, when you arrive, Roman isn't there. After getting old Bruce to come out by roughing up one of his mechanics, the ever-friendly Bruce gives you what appears to be a tough job. It involves whacking a few people that are in hiding (because they recently testified against people). The first leg of doing this job involves stealing a police car and using the computer to find these people.



You've likely stolen a police car or two by this point in the game, so you'll understand fully that it comes with incredible risk. You may be lucky enough to find a cop car parked on the road with no cop cars around, in which case you can simply break in, hotwire the car, and be off. But chances are you'll have to mess with a cop, and maybe even kill one or two, to get a cop to abandon his car long enough for you to jump in it. We'll leave this part up to your imagination, but once you get a cop car and it's in good shape, make it your absolute top priority to lose the heat so we can continue.

BRUCIE'S MISSIONS



When you've lost your wanted level (which could be a bit of a challenge considering you're in a cop car and probably have killed some cops to get it), Niko will call Brucie and the next leg of this mission will begin. You'll be told to access the cop car's computer (which can be done following the on-screen prompts) and to look for a guy named Lyle Rivas. So, look for him. You'll find out that he hangs out in Broker (more specifically, on Asparagus Avenue). Have the computer send the information to your GPS. You can then abandon the cop car for more inconspicuous, less destroyed vehicle.



Head to Asparagus Avenue from whatever location you happen to be from (since it will vary depending on where you stole the cop car and ultimately lost the cops). Get out of the car, whichever one you're in, but leave it as near to the building's entrance as possible, since you're going to go in, try to find this guy, and he's going to run off and speed off in a car. Having your own car ready to nearby will make your life a lot easier.



BRUCIE'S MISSIONS

When Rivas makes his getaway, follow him on your HUD. He'll be represented there as a red dot. Naturally, you don't want to let him stray too far, or you'll fail the mission automatically, but understand that this guy is going to take you on a *true* excursion through the city. You're going to be chasing him for a good long while. Certain things will always occur in the pursuit, such as trucks losing their cargo in the road, cars swerving and the like. Keep an eye on everything going on around you. When you finally get to Bohan, the chase will slow down a bit. Start bumping your target's car, and eventually he'll flee on foot. Then, simply chase him down with your car, or better yet, get out of your car and do him in with some shots from a firearm of your choice. Brucie will be most pleased with this success!



BRUCIE'S MISSIONS

EASY AS CAN BE

This is a tough drive with lots of shooters. Brake early on the corners - it's better to slow down a bit than power slide, mess it up and have to reverse out of a spot while everyone's peppering you with gunfire.

If you haven't realized yet, Brucie is a bit of a maniac. As you go and visit him to get this mission after receiving a text message from him, you'll get your next assignment. Brucie is a maniac, though, because he's taking bull shark testosterone he ordered from Chile, and he's even more out of his mind than usual. After yelling at his girlfriend for not telling him it was you that was here to visit, he'll give you what appears to be an easy enough assignment. The guy you just killed for him had a nice car, and it's sitting around just waiting to be stolen.



Naturally, you'll be the thief here. The car is at the north end of Dukes, on a road called Yorktown Avenue. It's actually not that far from Brucie's crib, so all you have to do is find a car and the GPS will bring you to where you need to be easily enough. You'll arrive at Yorktown Avenue and will have to go on foot to a nearby alleyway where the car is parked. Once you arrive at the car and get in, however, you'll realize this mission wasn't all Brucie said it would be.



Lyle's boys are none too happy that you're absconding with his ride, and they're ready to take you out for trying. There will be three cars full of guys with guns. This isn't a fight you can reasonably win. As a result, your best bet is more certainly to drive to Brucie's lock-up

BRUCIE'S MISSIONS

(following the route on your GPS) with the gunmen in pursuit. Getting out of your car and attempting to take these guys out is risky business, but if that's what you want to do to make your life a little bit easier, then by all means, go ahead. Strangely enough, when you approach Brucie's lock-up on Mohanet Avenue, the guys who were pursuing you will back off. This will allow you to pull the car into the garage and leave it with Brucie's trusted mechanic. Case closed.



STORY MISSION

THE MASTER AND THE MOLOTOV

Before taking on this mission, answer Dimitri's text to find a bulletproof vest behind the bins. Shotgun pull before the club. Shotgun everyone, through the alley, up the stairs. Wait for him to get to the roof, then you can do him as he pops out. No mercy, because he's got a machine gun.

this is a bit of a startling mission, because Dimitri has asked to meet you, not Faustin. Something must be up. Well, something is indeed up, because Dimitri is asking you to kill Faustin. The story is a bit complicated here, and we won't ruin the whole thing for you, but let's just say that if this isn't done, then both Niko and Dimitri are in a bit of trouble themselves. Dimitri tells you that Faustin is heading to his club, which is due north from your location, just a hop, skip and a jump away. You know what you have to do.



Boost a car and drive north up Mohawk Avenue, taking a right on Tulsa Street. This is where Faustin's club, the Perestroika, is found. Drive into the arrows across the street from the club, and you will get a text message from Dimitri after you watch Faustin head into his club with his protection. He'll let you know that he left you something around the corner of the club. Head to that dot on the HUD, where you'll find some body armor. This will certainly help you out in the fight forthcoming.



Head into the club and make sure to have a firearm, preferably your shotgun, equipped. A cutscene will ensue where Faustin laments about his situation to you, and about how he's been

STORY MISSION

betrayed by Niko and his very own brother. Of course, you're largely disinterested in this story. Faustin will run off, leaving you to deal with his two goons. As soon as you gain control, do both of these enemies in at close-range with your shotgun. Then, turn around and draw your attention to the enemies in the bar and dining area. Switch over to your uzi or pistol if you desire and begin taking out more of Faustin's goons, remembering that at some point, Faustin will run off, and you'll have to give chase. When this happens, leave any residuals in the bar (though grab what ammunition and money you can from dead enemies) and head through the back hallway and outside.



As soon as you head outside, turn right and do in Faustin's remaining bodyguards. Then, approach the stairs leading up to the building's roof, taking out any remaining enemies on or around the stairs. When you near Faustin, he'll begin to fire on you from a defensible vantage point. Your best bet is to rush his position, relying on your body armor to suck up some of the damage dealt by his firearm as you deal the killing blows. When he's dead, Niko will phone Dimitri to let him know the deal is done. Hopefully, it will have worked out in Niko's favor.

STORY MISSION



LITTLE JACOB'S MISSIONS

RUSSIAN REVOLUTION

Little Jacob will help you out on this mission, but this is mainly about precision aiming and taking cover. You'll have to brave the cops to make it out of the front, but if you pop a couple you'll have a fairly clear route past the rest. Then it's plain sailing to lose them.

This mission can be a tough one. After Faustin is killed, you can talk to Dimitri about getting your promised payment for successfully completing the hit. However, things seem immediately suspicious when Dimitri tells you to come alone. You may be confused as to how to proceed from there, but just walk or drive around for a moment, and Little Jacob will call you. Pick it up and he'll tell you that he's heard through the grapevine just how ridiculously unpopular Niko is with the Russian underground right now. He'll offer to meet you at your location.



After that conversation ends, you'll be able to head down to the warehouse Dimitri offered to meet you at. Your GPS will bring you there. Once there, Little Jacob and Niko will have a conversation, with Little Jacob promising to get Niko's back. Niko and Dimitri then get into a discussion, which seems civil enough at first until someone from Niko's past comes into the picture, someone Niko thought he left back in Europe. Things seem immediately stacked against Niko, and you'll soon find out why.

LITTLE JACOB'S MISSIONS



When you gain control, you'll be under attack by over a dozen well-armed enemies. Thankfully, there's plenty of cover for you to use in the area, and with the help of Jacob, you can get through this area relatively painlessly, as long as you take your time, come into this fight fully healed, and grab the body armor nearby to where you begin the battle. Then, slowly but surely work your way forward through the fray, never over-extending yourself or leaving yourself vulnerable, especially from behind. Don't proceed forward to more cover until all enemies nearby are killed. Then, you won't have to deal with any pincers.



You'll also want to keep an eye out for enemies on the catwalks and in the offices above on the second floor. From there, they will be able to take great shots at you that will avoid almost all available cover. So, keep an eye on both sides and make those foes a priority. The red dots on your HUD represent remaining enemies, and as you plow through them, their numbers will steadily decline (be sure to grab any dropped weaponry or money dead foes leave behind). When all foes but Dimitri and Niko's old friend are killed, those two will make a run for it, leaving you to deal with the police that just arrived on-scene.

LITTLE JACOB'S MISSIONS



Because the numerous Russian mobsters trapped you in this warehouse, backtracking the way you came isn't an option. The garage door you came in through is now shut. This will force you to plow through the three or four squad cars and six or eight cops waiting outside for you. Try to nullify who you can while still inside the garage, and then use the nearest cop car for cover as you head outside. Steal one of the cop cars the first chance you get, and then drive anywhere on the borough in order to lose the cops. Once you have, you can then bring Little Jacob back to Homebrew Café, as requested.



chapter II



jahnoodles

ROMAN'S MISSIONS

ROMAN'S SORROW

Following events with Bulgarin and Dimitri at the warehouse, you will get a scared call from Roman, who will tell you to meet him at a warehouse up on Valley Forge Avenue in Dukes. So, from wherever you are, head on over to his location, where Niko will find Roman hiding in the trunk of a parked sedan, scared out of his mind. Niko fills Roman in on what happened, and in return, Roman suggests the pair head back to the safe house, grab what they can, and then call Mallorie to see if she has a place for the two of them to hide. And just like that, you'll be on your way.



But the news is grim, and Roman isn't going to take it well. As the duo approaches the safe house, they find it on fire, burning to the ground. All of Roman's belongings are inside, and all are destroyed. But as if that wasn't bad enough, Roman's taxi office is also on fire, completely destroyed. As Roman begins to lose it, lamenting what he's lost and scolding Niko for getting him into this mess, new GPS coordinates will be shown on your HUD.

Roman's missions



Because the numerous Russian mobsters trapped you in this warehouse, backtracking the way you came isn't an option. The garage door you came in through is now shut. This will force you to plow through the three or four squad cars and six or eight cops waiting outside for you. Try to nullify who you can while still inside the garage, and then use the nearest cop car for cover as you head outside. Steal one of the cop cars the first chance you get, and then drive anywhere on the borough in order to lose the cops. Once you have, you can then bring Little Jacob back to Homebrew Café, as requested.



Roman's missions



Finally, it's time to head to the place Mallorie has set up for Niko and Roman as a new safe house in South Bohan. It's located on Joliet Avenue, so naturally you're going to need to cross the East Borough Bridge via Charge Island to get to your location. En route, Roman will continue to freak out, but he'll eventually get a hold of himself somewhat.



Upon arrival, Niko and Roman inspect their new pad. It really isn't that bad, especially compared to the last safe house, but that doesn't stop Niko and Roman from fighting a little bit more over their rather unfortunate predicament. Mallorie will eventually arrive, relieved to see Roman still alive and well. Lamenting over their monetary situation, which is non-existent, Mallorie reminds Niko that she's from the Bohan area and knows people that can give them work. She tells him to meet her at the community center when he's ready to take her up on the offer. So naturally, that's probably what you'll want to do next.



Roman's Missions

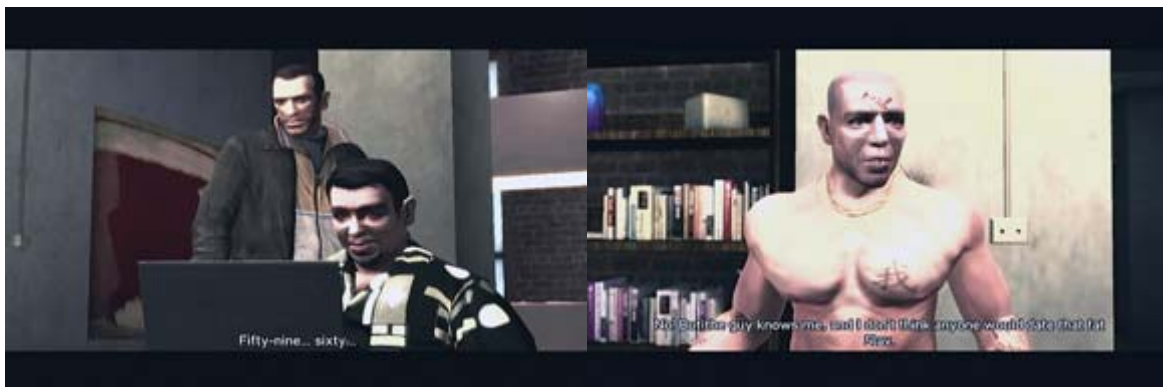


BRUCIE'S MISSIONS

OUT OF THE CLOSET

Go to the internet cafe. Your date's going to be at the diner on 69th and Hove. There are cops around, so stab him when he runs to avoid any trouble.

That crazy bastard Brucie has another interesting job for you, so go ahead and visit him at his place at Mohanet Avenue. When you arrive, you'll find Roman already there, surfing the net on a laptop. Brucie, of course, is acting like a crazy meathead. The plan Roman and Brucie have hatched for Niko, however, is a funny one. Remember Lyle Rivas? You used a cop car's laptop to find him and kill him in an earlier mission. Well, now it's come to light that his cousin owes Brucie money. In order to get to this guy, they've created a profile for Niko on a gay dating website. It appears Rivas's cousin likes people of his own gender, so this seems like the perfect setup.



After the cutscene introducing the mission is over, head outside, boost a car, and head towards the internet café on Oneida Avenue. Once you arrive, go on inside and logon to the dating website called LoveMeet. Once there, select that you're interested in men, and then search for a guy named French Tom. This is the guy that you want to set up a date with. Shoot him an e-mail to let him know that you're interested. Then, you have to play the waiting game.



Enter the diner and look for French Tom, who will already be sitting at a booth waiting for you to arrive. As you sit and speak with him, interesting and inappropriate comments will come out of French Tom's mouth. The game will eventually prompt you to stand up, take out a weapon, and eliminate him. You can do this at your leisure, however, if you really want to listen to the rest of the conversation. Once you stand up, French Tom will ask you what you're doing. Aim a firearm at him, and he'll begin running away. Make sure to subdue him before he leaves the diner. Once he's killed, the deed is done, but if you attracted any police attention from this murder, make sure you lose them as soon as you can.

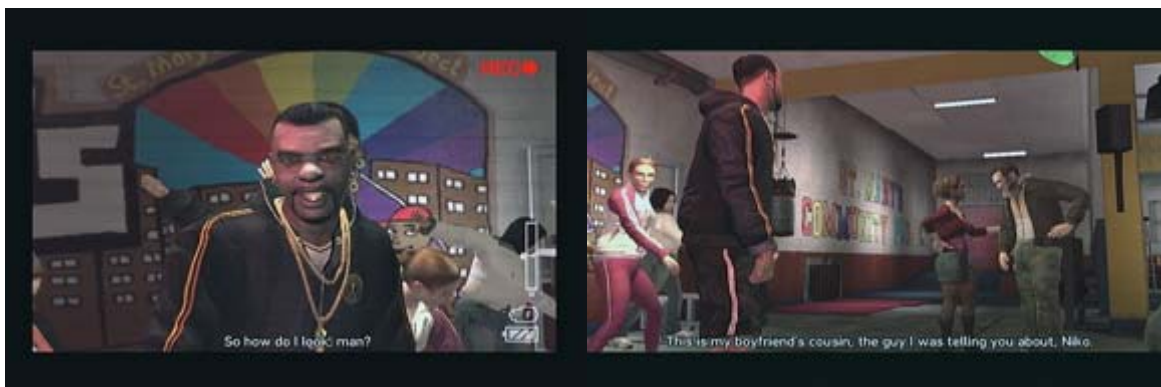
manny's missions

ESCUELA OF THE STREETS

This is the first mission where you really need to tail someone. Watch out at the traffic lights and on corners, because it's easy to accidentally get too close and scare your targets off early. When you get to your destination, shoot everyone. You can either shoot the lock off the door – which will warn them that you're coming in - or throw a brick through the window, climb in that way and take them by surprise. There's a Sprunk machine at the back of the warehouse to top up your health when you're done..



Up in Bohan off of San Quentin Avenue (which is the westernmost street in the borough), you can find a guy named Manny at a community center. This is the guy that Mallorie told Niko and Roman about, and he has some dirty work to be done if you're up for it. Park your car outside of the community center and watch the humorous cutscene ensue. Some sort of music video (or testimonial, as Manny calls it) is being filmed that day, but he has enough time to tell you that he wants to clean the streets of Bohan up from rampant drug dealers. And just like that, you're thrust into a mission with yet another of your many newfound friends.



manny's missions



After the cutscene, you'll find yourself outside. Boost a nearby car, and drive towards your target on Grand Avenue, which is located at the north end of the borough (it's the lone major roadway up there, one that connects to the Northwood Heights Bridge leading to the borough of Algonquin). Once you arrive to your destination on the HUD, you'll witness a brief cutscene that shows a lone accomplice of the dealers getting into a car and driving off. Naturally, you'll have to follow him.



The drive will ultimately bring you to a warehouse off of Attica Avenue. But *getting* there is another issue entirely. You'll have to follow the dealer as he takes a rather ridiculously long-winded and roundabout route to his location. You mustn't get too close to him, because he'll notice you following him if he does. Then again, you can't stray too far or you'll lose him (keeping him on your HUD and following way behind simply isn't an option). So, just take it easy, tailing him from a distance. If Manny warns you you're too close, then back off, but keep following. When you arrive at your destination on Attica Avenue, simply pull behind the dealer's car to begin the next leg of the mission.

manny's missions



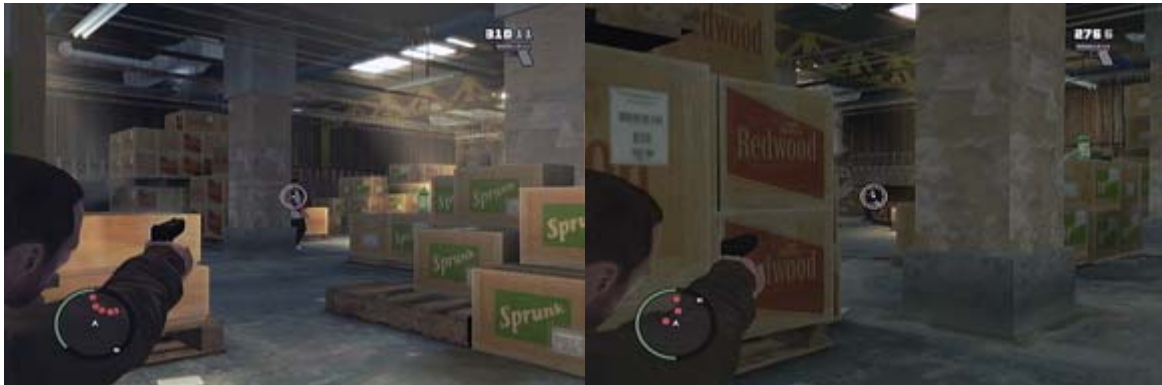
Getting into the warehouse where the dealers are isn't as easy as it may seem. You can't go through the door the dealer went through, and although Manny will send you a text to hint at going through a window, no window is available. You actually have to climb the fire escape of the adjacent building to that building's roof, and then cross some pieces of plank wood back to the building in question. Once there, seek out an open skylight to breach the building itself.



Drop through the skylight. This will instantly damage you a bit, since it's such a long fall, but you need to get your wits about you and immediately kill the enemy standing in front of soda machine. Once you do, you'll have a little nook to hide in, and what's more, you can actually access the soda machine rather easily during the battle to heal yourself as needed. Nice! Otherwise, keep behind the various boxes and other obstructions (such as pillars) that will protect you from enemy bullets as you take out one after another. Keep an especially keen eye on

manny's missions

the HUD, since the red dots will represent remaining enemies. Be careful to avoiding flanking, and grab guns and money from downed thugs.



When the last enemy is eliminated and you're positive you've grabbed all money and guns from fallen enemies, you can bust out of the warehouse. You can't, obviously, go back the way you came, so shoot the lock on the door at the far end of the warehouse you were working your way towards. This will allow you to go outside, where Manny and his filmmaker friend are located. From here, it's all cutscene. Good job!

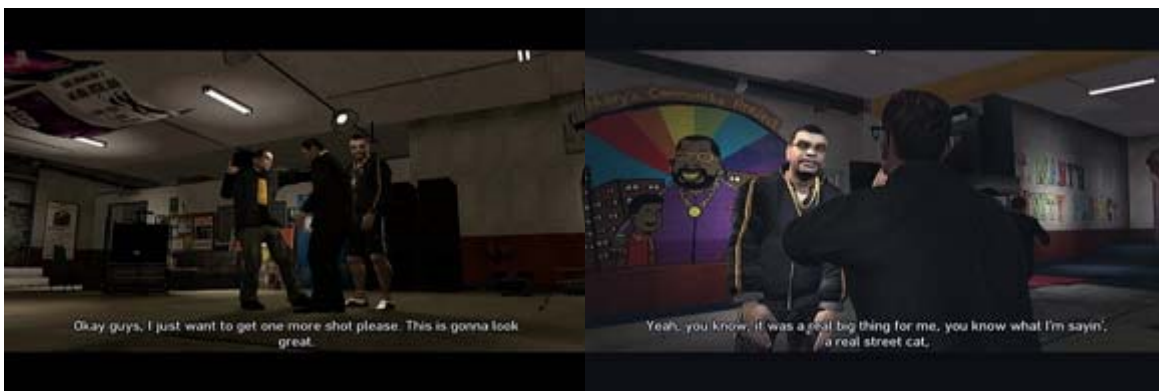


manny's missions

STREET SWEEPER

Here you need the element of surprise to get all your targets. Kill the first two gang members by ramming your car into them, jump out to finish stragglers then get the other car. There are cops everywhere, but if you start a gunfight there's a chance they'll actually do your job for you.

Head over to Manny's place on the west side of Bohan. When you arrive, he'll be with his cameraman friend (of course), as well as, of all people, an LCPD officer. How strange. Anyway, after the police officer leaves, Manny will explain to Niko that there's an important job he has lined up for the taking. Since Roman and Niko are down and out, any job that pays well is fine... and Manny pays well, indeed.



When you regain control, boost a car (if you don't already have one waiting for you outside the community center) and head east across Bohan to Windmill Street. Naturally, the GPS will get you to your location easily, so simply follow it to your destination. When you arrive at this auto body shop, you'll be assailed by numerous armed thugs. Your main concern here, however, should be to take out the car that's speeding away. Kill who you can at the auto body shop from the outset, but ignore any residuals once the car takes off. Chasing that car and gunning down the foes inside will suddenly become your number one priority. Remember that, as usual, your vehicle is a potent weapon.

manny's missions



The game will instruct you to fire on the car as you drive, so do so. This will damage not only the driver and his gunman, but it will also damage the car. Once the car takes enough damage that it's on fire, the driver and gunman will bail, and you can mow them down with a gun or run them over with your vehicle. Either way, be sure they're dead before heading back to the auto body shop to kill any enemies you left behind. Once the last one is dead, Niko will call Manny and let him know the deed is done.



ELIZABETA'S MISSIONS

LUCK OF THE IRISH

A relatively simple introduction to sniping, this. The only tricky bits are that you'll need to shoot the guy struggling with Packie on the left, and the last guy through the window of his truck.

After completing some Manny missions, you'll receive a call from Mallorie. She'll let you know that she has yet another friend in Bohan that might be able to use your assistance. Remember -- money is money! Head over to a location on the map marked by an E, which is an apartment building west of San Quentin Avenue. Once nearby, run out of your car and into the building. You'll meet Elizabeta, Mallorie's friend, as well as another character named Patrick McReary. It's Patrick that really needs your help here.



After the conversation ends in the apartment (Mallorie will remind you to give Michelle a call when you can -- good advice if you haven't done so recently), you'll be brought outside. Here, a brief conversation will occur where Patrick will let Niko know that he doesn't trust the guys that he's about to deal with, and needs you to sit on a nearby roof with a rifle to watch the situation unfold. He calls you his "guardian angel". How sweet.

ELIZABETHA'S MISSIONS



Your destination is an apartment building on Joliet Avenue. It's nearby, so boosting a car to get there, while more convenient, isn't exactly necessary. Once you arrive at the apartment building on Joliet Avenue, head inside and up to the roof, where the aforementioned rifle can be found. This is no ordinary rifle, though. Instead, this is a sniper rifle, something readily equipped to help you assist a friend five stories down on street level.



When you grab the sniper rifle, head to the vantage point as the game instructs you to do. Then, kneel down and watch the deal on the streets below quickly turn sour. Follow the on-screen prompts to aim your sniper rifle, look through the scope, and all that jazz. Then, keep your gun trained on the guy closest to your new friend Packie. He'll be your first target once the deal heads south. Then, begin clipping his friends, working your way away from Packie, one target at a time.

ELIZABETHA'S MISSIONS



The enemies are represented on your HUD as red dots, so they are easy enough to track down. There are a few things to keep in mind here, however. First and foremost, try to aim for the head or chest, so you don't have to shoot an enemy more than once. Secondly, when the game tells you that Packie is in trouble, immediately go towards the street-side of the alley, where you'll see Packie in a struggle. Shoot the guy he's dealing with as soon as you can. Then, eradicate the rest of the foes until the third point comes up. The third point is to watch the remaining foe struggle towards the van at the back end of the alley. When he does, make sure he doesn't escape by either shooting him as he gets into the van, or shooting him through the windshield as soon as he does. This will accomplish your mission. Elizabetha is impressed.



ELIZABETA'S MISSIONS

BLOW YOUR COVER

Don't pull a gun until you're up the first flight of stairs in this mission - even though the people downstairs threaten you, you don't actually need to take them on. On the way up the stairs, blast everyone, and grab the medipack on the stairwell. Get the vest on the rooftop, then blast a path out through the SWAT teams.

As you head to Elizabeta's place in Bohan this time around, a party will be raging. The apartment is chock full of people, and this time around, Elizabeta has two more people to introduce you to. The first you'll meet is a biker named Johnny, who is looking to unload some heroin. Though Elizabeta doesn't deal in heroin herself, she's gladly helped Johnny find a buyer. Niko is asked to go along to watch over the deal, and joining him is a friend of Elizabeta, a guy that goes by the name of Playboy X. And just like that, you'll find yourself on your way.



Playboy X instructs you to head over to a location in the Schottler sector, which is in the borough of Dukes. Therefore, heading over the East Borough Bridge via Charge Island is going to be necessary (be sure to pay the toll so you don't draw any unwanted attention). Once over in Dukes, it's a brief drive to your location on Cassidy Street. After your arrival, simply drive into the arrow in front of the designated apartment building, and Playboy X will head inside. Naturally, you should follow.

ELIZABETH'S MISSIONS



As you begin your climb up the stairs, be sure to grab the shotgun lying behind the stairs on the first floor if you need it. Then, head all the way up until you meet up with your sketchy biker associate, who will lead Niko and Playboy X into the next room. But things immediately seem strange, as the potential buyer starts acting finicky and asking too many questions. Naturally, things don't seem quite right here, and it ends up being an LCPD drug bust!



Take out any foes in your vicinity, but leave behind any residuals as soon as Playboy X instructs you to start heading up the stairs, since the LCPD have the place locked down underneath you. As you swing around corners and up stairs, keep a keen eye out for cops, and take out any of them you encounter, grabbing their weapons after they're dead (if you need the ammunition). The climb is an arduous one, but you'll eventually find yourself on the roof of the building.



ELIZABETH'S MISSIONS

It gets a little easier here simply because you can grab a health pack right in front of the door as soon as you head outside (and chances are, you probably need it). Then, you must simply work your way across this expansive roof to another door that will lead you into an adjacent building the cops aren't crawling all over. Getting from point A to point B is a challenge, though, so take it slow, keep an eye on your HUD, and eliminate cop after cop as you work your way towards the building.



When you reach the door leading into the adjacent building, it's time to head back down, but don't just run down there willy-nilly! There are cops left to kill, both as soon as you open the door and when you run downstairs. And chances are, when you head down to street level and go outside, at least one squad car will be waiting for you, if not more. Don't bother engaging them in combat. Instead, clear a path towards a nearby car, boost it, and be on your way.



Playboy X wants to be brought to his place at Xenotime Street at the far north end of Algonquin. This is almost certainly your first visit to the borough of Algonquin, so the drive will bring you, for the very first time, over the impressive Algonquin Bridge. Then, you'll have to drive north a good distance to get to your destination, where Playboy X will bid you adieu. Another successful mission then comes to an end.

ELIZABETH'S MISSIONS



manny's missions

THE PUERTO RICAN CONNECTION

Here you're following an elevated train. Just switch to the far view with select and look out for corners by watching the radar. When it stops, pop the two goons then sprint after the guy. You can shoot him at a distance if you use the lockon, but try to do him in one shot to minimise police interference.

Go ahead and visit Manny down at the community center in Bohan. As if it would surprise you by this point, he's again attached at the hip with his cameraman, but scolds him endlessly for misrepresenting him and his message. In fact, it's that misinterpretation that's at the heart of the mission Manny gives you, because people have been talking a lot of crap about him since his message started hitting the airwaves. He wants to send Niko out to get the guys that are responsible for all the smack talk.



Agree to take his mission and head on outside, where you should boost a car and begin heading south towards Dukes. The specific location you want to head to is Brunner Street, but thankfully the GPS will get you there relatively easy, taking the East Borough Bridge via Charge Island to cross the river in a flash. Then, simply drive to your location, where the next leg of the mission will ensue.

manny's missions



The train that Manny's enemies are on will speed out of the station, and it will be up to you to follow the train as it travels across Dukes and Broker to its destination, which is at the subway station on Cayuga Avenue. However, this is no easy feat. The game will allow you to "hone in" on the train, so use that skill to see where the train is going. Better yet, follow the red dot on the HUD as it travels around the borough, using parallel roads to stay near it. There are a few times where you have to veer off path or take some non-obvious streets to keep pace with the train, but as long as you stay relatively near it, getting to its stop on Cayuga Avenue shouldn't be too much of a big deal.



When you arrive, so too will the train. The game will let you know that your targets have gotten off the train, and are on foot. However, they still don't know they're being followed, so sneaking up on them is a possibility. Try to meet them on the stairs coming down before they leave the

manny's missions

platform. This will make them sitting ducks, especially with a shotgun (because they're in close proximity to one another). There are four enemies in total, so make sure to keep an eye on your HUD, as well, since once the gunfire begins, one or two might try to get away. If this happens, follow them closely and gun them down to bring the retreat to a halt. Once all four enemies are fallen, the mission ends in success.



PLAYBOY X'S MISSIONS

DECONSTRUCTION FOR BEGINNERS

Although Playboy X wants you to go up on the roof with him, you don't have to - the three lookouts are on the end of each crane and you can shoot them from ground level with a sniper rifle. Switch to the AK as you enter the building site and be methodical before you move forward. Clean out as many people as you can before you shoot the third union boss - this'll send in a chopper full of backup for the final boss. You move in a fairly straight line, so as long as you don't dash forward nobody should get behind you.



Head over to Playbox X's place at the north end of Algonquin. When you arrive at his apartment, you'll find him hanging out with some ladies (who don't seem especially fond of him). However, he excuses himself and brings Niko out to the balcony so they can talk. This is a lengthy cutscene, by the way, so sit tight and take it all in. Eventually, Dwayne Forge will show up at Playboy X's pad. This is the guy Playboy X mentioned earlier for a brief time, as the guy who is in prison but taught you everything he knows. The two don't necessarily seem thrilled to have to work with each other again, but we'll deal with that storyline arc later.



PLAYBOY X'S MISSIONS



When you regain control, Playboy X will let you know of a car parked at the south end of the borough that's chock full of weapons we'll need to complete the mission at hand. Because Playboy X lives so far away, however, this is going to be a pretty epic drive southward through Algonquin. The good news is that you probably haven't gotten a chance to explore this borough in its entirety as of yet, and this is a good chance to do just that. Algonquin is impressive! Regardless, when you reach your destination off of the South Parkway, you'll find the car Playboy X was talking about. Bail out of your car and get into that one to retrieve said weapons.



You're now equipped with a heavy machinegun, some grenades, and most importantly, a sniper rifle (though you may have retained a sniper rifle from a previous mission). The first step of this mission is to use that sniper rifle on the roof of the tall building next to you. Follow Playboy X's lead and head to the roof via the makeshift elevator on the side of the building. Ride it all the way to the roof (it's a ways up, to be sure) and get ready to wield that sniper rifle with precision.

PLAYBOY X'S MISSIONS



As Playboy X points out to you, there are three well-positioned snipers guarding the construction site that must be eliminated if you are to have any reasonable chance at killing the union leaders you will then go after. These guys can be a bit of a pain to find, to be honest, but a great way to spot them is to use your HUD. Try to line yourself up with the enemies you're seeking on the HUD, and then face their direction, using your scope to locate them. This is the best technique, simply because gazing through the scope wildly looking for the foes without knowing *where* to look is going to frustrate you beyond belief. Trust us.



When you locate one, pick him off. Remember to try to aim for the head or chest for a quick, instantaneous kill. You'll know when each foe is killed because a brief cutscene will show them falling to their death (or otherwise meeting their demise). You can also try to take out one or two other enemies below to thin the ranks before proceeding there yourself. When you've taken out

PLAYBOY X'S MISSIONS

all eligible enemies, descend with the same elevator you used to reach the roof in the first place. Then, equip that machinegun you now have in your arsenal and cross the street.



This upcoming part can be a little difficult, because not all of the enemies will show up as red dots on your HUD. Only the union leader you're targeting at the time will be shown. That means you really have to use your eyes and ears to watch and listen for anything going on around you. Try to take cover, take things slow, and keep a keen eye out for enemies as you proceed. There will be some innocent bystanders in the compound, but don't risk anything. Kill them as well, so no one is standing.



The first union leader is located straight ahead of the entrance into the construction site. Run forward, being sure to seek ample cover as his goons begin shooting on you. Remember -- the union leader himself will be represented as a red dot on the HUD, but you'll still need to nullify everyone in the area in order to safely proceed. Therefore, you might as well make the relatively-defenseless union leader for last and take out his much more heavily armed accomplices first.

PLAYBOY X'S MISSIONS



Now, if you take a look at the construction compound as a whole, you'll realize that there are in fact two major structures. The one you infiltrate first is on the east side, and you'll generally be working in a westerly fashion. In other words, once you climb the structure on the right, you'll clear that structure before working leftward and clearing the other structure. En route, you'll have to deal with numerous union leaders and their cohorts. Remember to chuck your grenades to clear out groups of foes, or well-hidden enemies, and of course grab any health you encounter as well.



The one well-hidden enemy is located on the rooftop of a building you can't access, so be sure to spot that enemy on the HUD and use your sniper rifle to do him in. Otherwise, remember what we said earlier -- clear the structure as you go and head westward after an area is cleared. Be extremely careful not to fall into unfilled holes in the structure that will lead to your demise (or,

PLAYBOY X's MISSIONS

at the very least, a pretty bad injury). Those pitfalls are at times hard to spot, so keep a keen eye out.



When you get to the western end of the series of structures, you're in good shape. A helicopter will show up, depositing more foes to help, and worst yet, giving union leaders a chance to escape. Therefore, when the helicopter shows up, rush the location of the helicopter, blazing through enemies in between you and the chopper. This will halt any escape plan and stymie the advance of any reinforcements. Thereafter, climb down a nearby ladder to the ground and clear the westernmost structure of the last union leader. And with that, this epic mission comes to an end, much to Playboy X's satisfaction.



PLAYBOY X'S MISSIONS

PHOTO SHOOT

Here you'll need to use your mobile phone camera to identify your target, but as long as you get him vaguely in the shot you don't actually need to get a close-up of his face. Marlon's the one in the black jacket - he's got two cars parked for the getaway but you can pop him before he gets to them if you shoot straight away. If he makes it, they're both Patriots so you've got a tough chase ahead...

Head over to Playboy X's loft at the north end of Algonquin. When you arrive, you'll find him playing pool by himself. But he has some issues he needs Niko to take care of, as well. Even though Playboy X considers himself as hard as it gets, not everyone feels that way. In fact, some people have been pretty vocal about calling him out, calling him a rat and things of this nature. Naturally, Playboy X wants something to be done about this, and contracts you to go take care of problems for him. However, when he explains who he wants you to take care of, he confuses the issue more than is necessary. So, he hands over a camera that you will use to take a picture of the target before doing anything to verify it's him.



When you find yourself back outside, boost a car and take the brief drive to your destination on Exeter Avenue. In fact, the location is so close, you don't even really have to drive there -- you could just as easily walk. Either way, when you arrive to the predetermined location, the game will show you a trio of guys hanging out on the basketball court, just as X described. The game will then instruct you to take a picture.

PLAYBOY X'S MISSIONS



Taking a picture can be a challenge, because you can't get too close to these guys or be overt in your actions. The best technique to employ here is to walk up to the entrance of the basketball court on Exeter Avenue. Stay in the entrance and covertly direct your camera phone at the men at the center of the basketball. Take a picture and send it posthaste to Playboy X, and he'll verify who the target is.



Playboy X will let you know that the target is the guy dressed in yellow, "like a canary". Now, there are several ways you can ultimately undertake this mission, but we recommend doing the following. You should have a sniper rifle from previous missions. Run across Exeter Avenue, crouch down, and aim through the chain link fence separating the sidewalk from the basketball court. Then, aim at the target's head and do him in. For good measure, you should then switch to an easier-to-use weapon and do in his cohorts. Following these three murders, Niko will call Playboy X and let him know the deed is done.

PLAYBOY X'S MISSIONS



THE HOLLAND PLAY

This is where you get to make the game's first major decision - whether to kill Dwayne or Playboy X. Dwayne's only protected by one guy with a bat. Playboy's protected by a gang of goons, and he'll make a run for it - but killing him gets you his apartment as a safe house.

Playboy will ask you to kill Dwayne. You can kill either Playboy or Dwayne.

If you kill Dwayne, it's much easier- he only has one friend with a bat, and Dwayne himself has no weapon at all. You get \$25000, but when you call Playboy X, he tells you that you killed his mentor, and seeing you would remind him of Dwayne. You get no additional safe house or anything else.

If you want to kill Playboy head over to his apartment. You'll see a short scene, then get in a gunfight. You'll start off with good cover in a doorway. Kill his four friends in the first room, and Playboy will run away. Jump over to the next roof and take the stairs down. At the bottom, you'll see him in a car. Try to shoot him. If you don't get him, you can chase him on foot, he gets out less than a block away and runs into an alley. Run up to him and shoot him. You'll then call Dwayne and you'll get Playboy's apartment to use as a safehouse.

PLAYBOY X'S MISSIONS

Playboy X discusses his concerns about Dwayne. X tells you that he wants Dwayne dead. You tell him you need to think about it. He will get back to you about the issue. Eventually he contacts you, you will need to decide to between killing Dwayne and Playboy. We chose Dwayne. Dwayne's pretty easy to kill and you earn \$20000. After you take him out you call Playboy. He's outraged that you killed his mentor despite him being the one to request it. We also redid the mission and chose Playboy. He has bodyguards at his house so he is a bit tougher to get to. If you kill him Dwayne is grateful. He does not give you any cash but you get the keys to X's penthouse. We've got to think Playboy X was the better choice in the long run.

DWAYNE'S MISSIONS

RUFF RIDER

Go to the arcade: you'll be given a choice of killing a girl or letting her go, but either way you'll need to chase down her boyfriend on a motorbike. He'll crash eventually, and you can run over his head.



Your first mission for Dwayne involves his girlfriend and her new man, a guy who apparently ratted out Dwayne and was one of the reasons he went to prison in the first place. He's really melancholy, talking about how he's tainted and no one will roll with him anymore. Niko is a nice guy, though (right?) and wants to help him out, so he agrees to go speak with them and get Dwayne's money back that he was sending her while in the joint.



DWAYNE'S MISSIONS



From Dwayne's apartment on Vespucci Circus, you have to head to the far southern end of Algonquin, on the corner of Columbus Avenue and Emerald Street. It's a bit of a drive, since Algonquin is such a long borough (though not very wide). So, take in all of the sights of the elite, beautiful Algonquin as you head to Chinatown. Once you arrive at your destination, ditch your boosted car and prepare for the next leg of your mission.



As you approach the arcade, you'll run into Dwayne's ex-girlfriend and her new man. The guy immediately busts out an uzi and runs off to his motorcycle, leaving you to deal with the girl at first. Here, you can make a choice. You can either kill her (which is extremely tempting, naturally), or you can run off, letting her live as you go after the guy instead. Either way, you're going to have to do the latter, but initially, make a decision about whether to kill her or not. A word to the wise -- this girl will have some optional side quests for you later if you let her live, and Dwayne won't be all that sorry to let her live anyway. Try to resist the urge to do her in, if you can.

DWAYNE'S MISSIONS



There's a motorcycle parked nearby that you can jump on. You could use a car here, but Dwayne's friend moves fast, and you're gonna need to be able to bob in and out of traffic in a way that only a motorcycle can do. Follow the red dot representing your target on the HUD, and when you can, begin taking shots at him, preferably with your Uzi, but a pistol works too. When you finally manage to hit him, he'll fall off his bike, but he's strapping, so be prepared for a gun fight. Making matters worse, he seems to have quite a bit of health. Either way, do him in, then grab the money he drops.



This high-speed chase and the violence that followed will have certainly drawn the attention of the cops in the area. So, you're gonna have to lose them before you get any more instructions on what to do next. Try to retain your motorcycle, if you can, and utilize one of Algonquin's many straight roads to lose the cops in a heartbeat. Once you do, you'll then receive a message to meet

DWAYNE'S MISSIONS

Dwayne at Cluckin' Bell on Burlesque. Head over there and speak with Dwayne once inside. You'll hand over the money, let him know that you either let his ex live or killed her, and then you'll be on your way, leaving the depressed Dwayne behind... for now.



DWAYNE'S MISSIONS

UNDRESS TO KILL

This is a slightly tough mission, because there are three guys to kill. The first is in the front office, near the doors, with a shotgun - if you sneak in, you can kill him with a melee weapon without alerting the club staff. The second target's near the stage, chatting to a stripper - you can't shoot him without causing a massive ruckus. The third guy's in a booth at the back, having a dance - he's carrying an AK and being guarded by a guy with a shotgun, but you're best off popping him second, then killing the second target when he runs. Anyone who makes it to the car park will jump in a van and head down the stairs at the rear, making you chase them - if more than one guy gets away, the passengers will shoot at you as you chase them. If you've got a car, you can block the steps, but trying to break into any of the vehicles in the car park will set off the alarm.



Go see Dwayne at his house. He continues to complain about his misfortunes.

Dwayne used to own a strip club called the Triangle Club, on Drill Street in Bohan.

When Dwayne went to jail, gangsters took over the club. He wants you to go to the club and eliminate the "squatters" and reclaim his club for him. There are 3 managers to kill and plenty of security. There is cover on the first platform, stay behind it and take out as many of the guys below as possible. After the first wave the managers will bail, head out the back door and hop into the corvette look alike. You will have cops to deal with as well. Shoot the gas tank of the pickup truck a few times and it should catch on ditch the cops and you will have completed this mission

One is located in the private dance rooms in the back. One is located talking to a stripper next to the stage. One in the small room next to the door.

Start with the guy in the back. As soon as shots are fired in the club, you'll have to fight some of the security guards. The managers will try to run. If you're in the front, they'll go out the back

DWAYNE'S MISSIONS

door, if you're in the back, they'll go out the front. Either way, you'll see a message that they're trying to escape. Hop into your car and chase them down.

After this mission, Playboy will tell you this was a bad move. It doesn't seem to effect your reputation with him.

FRANCIS McREARY'S MISSIONS

CALL AND COLLECT

- Unknown Contact: Officer Frank McReary
- Unlocked after the "Street Sweeper" mission

An unknown contact will call you and ask you to meet at the pier. You'll then be asked to go to the viewpoint off Union Drive East. When you're there, you'll get a phone call. You'll be given the blackmailer's phone number. Call the number and see who answers their phone. He's a guy in a black jacket with a hood. Walk over to him while you're talking. You can call him a second time if you want to be sure. If you get too close he'll try to run. Shoot him, and pick up the object that he drops. Bring this object to the next meeting point to conclude this mission.

The blackmailer you're looking for is wearing a black and yellow puffy jacket. If you can't see him, just walk through the crowd - you can call him on the phone twice, but the second time Niko will start threatening him and scare him into running. There's no way to kill him without attracting police attention, so shoot him in the head and make a run for the nearest car.



Playboy X discusses his concerns about Dwayne. X tells you that he wants Dwayne dead. You tell him you need to think about it. He will get back to you about the issue. Eventually he contacts you, you will need to decide to between killing Dwayne and Playboy. We chose Dwayne. Dwayne's pretty easy to kill and you earn \$20000. After you take him out you call Playboy. He's outraged that you killed his mentor despite him being the one to request it. We also redid the mission and chose Playboy. He has bodyguards at his house so he is a bit tougher to get to. If you kill him Dwayne is grateful. He does not give you any cash but you get the keys to X's penthouse. We've got to think Playboy X was the better choice in the long run.



chapter III

jahnoodles

ELIZABETA'S MISSIONS

THE SNOW STORM

If you've got a sniper rifle, you can shoot the first couple of guys with that. Then head into the old hospital and methodically clear everyone out. The room with the coke has two guys with guns and a bulletproof vest inside - you'll need it to escape from the cops. Don't get bogged down in a gunfight, just clear a path and grab one of the SUVs parked on the left as you leave.

Head over to Elizabeta's after getting a phone call from her following the completion of prior missions. She'll tell you to get over to her location in Bohan quickly, because Little Jacob is there, and frankly she has no idea what the hell he's saying. Once you arrive at her apartment off of San Quentin Avenue on the west side of Bohan, the cutscene that ensues will be short and sweet. Little Jacob and Elizabeta have words because Elizabeta's cocaine has been ripped off from someone Little Jacob introduced her to. The short cutscene ends when Niko agrees to right the problem.



The game will instruct you to head to the "old hospital" to retrieve the coke. The hospital in question is located on Colony Island, which is the southernmost of the two islands in between Dukes/Broker and Algonquin. However, accessing President Avenue, which is the only road on the island, requires that you drive to Algonquin and access the island from there via a small bridge called Leaper's Bridge. Follow your GPS to this location (it will be a fairly long drive from Bohan), making sure you're fully healed as you arrive. You're in for a pretty big gunfight here as you travel through the old abandoned facility, so having some weaponry (if you don't already) will be a huge help, as well.



ELIZABETH'S MISSIONS

The first thing you have to do is breach the old hospital itself. There are two thugs outside, and they won't see you until you get really close to them or begin shooting. An option here is to take them both out with the sniper rifle, but that's not necessary. Once you've eliminated them, the guys inside the building will be alerted to your presence, however. Approach the building via the hole in the fence (there's barbed wire on the fence making climbing it an impossibility), and use the open windows to take out the rest of the foes in the initial room. There should only be three -- two of them hold heightened positions on the left side, so be especially mindful of them.



Clearing out this place is surprisingly easy (but don't worry, there's more to be done). The cover system works well, if you care to employ it, especially down the long corridor leading to the far end of the structure. We found that a *great* technique here to employ is to chuck grenades down the hallway. Do so at different angles so that you clear the entire hallway with a few deadly explosions. If you don't have grenades from previous missions, then you won't be able to do this, however. Then, walk around and clear the rest of the enemies, keeping an eye on the red dots on your HUD that represent any survivors. Be sure to grab their weapons and money when they're dead, and then seek out the bag of cocaine represented by a turquoise dot on the HUD when everyone is eliminated.



ELIZABETH'S MISSIONS



But if you thought this was going to be a matter of simply grabbing the coke and running, well, you were wrong. The cops show up on the scene as you grab the bag of coke, and now you have to shoot your way out of here. This is actually more difficult than getting in, but thankfully there's both armor and health at the back end of the facility you can grab before charging back the way you came. Just like before, grenades work especially well here. Just be sure to take cover as you chuck them. The HUD is also massively confusing here, and won't accurately identify cop locations, so take it slow and clear one room at a time. This will help you avoid any flanking by the cops.



The room we first breached on the way in is going to be a cop stronghold, so take it slow in there, prime your entry with some grenades, and enter with guns blazing. Cops of various "strengths" will likely be on-scene, so you'll want to concentrate on the better-armed SWAT units before turning your attention on pistol-toting officers. Once you head outside, run leftward and back to the parking lot with cops crawling all over it. Don't get into too serious a gun battle here, because you're going to find yourself overwhelmed. Instead, when you see an opening, break for the parking lot and steal a cop car. Then, get the hell out of here.

ELIZABETH'S MISSIONS



Now, you're going to have *at least* a three-star rating heading out of here, and you have two priorities. The first is to lose the cop car, and the second is to get out of dodge as quickly as you possibly can. Losing the cops with three stars is a bit of a challenge, but it can be done. You'll probably want to start jumping from borough to borough for starters, but bear in mind that only after you lose your wanted level will the quest continue.



ELIZABETH'S MISSIONS



Once you've lost the cops, Little Jacob will summon you via cell phone to his location in an alleyway between Attica Avenue and Guantanamo Avenue in Bohan. Once you arrive, the story promptly gets turned on its head. Little Jacob and Niko will only talk briefly before who, of all people, but Michelle shows up on the scene. It appears Michelle is working for a government agency and has set you up. But she's letting Niko and Little Jacob go, on the contingency that they help her out when she needs help. And just like that, the mission ends, and you're left wondering why you wasted so much money on this girl!



ELIZABETA'S MISSIONS

HAVE A HEART

This is an easy mission - just remember to pay the toll on the way to the hospital, or you'll get bogged down in a police chase and run out of time.

Things are getting really hairy for Niko and his associates. A lot of people are apparently turning, and when you go visit Elizabeta at her place in Bohan, she'll be on edge. Doing lines of coke and protecting herself with a pistol, Elizabeta feels that she is mere moments away from prison, and perhaps she's right. As she's lamenting things with Niko, however, Manny and his cameraman friend knock on the door. Then, they start recording as Manny scolds Elizabeta for selling drugs. And just like that, Elizabeta wields her pistol and shoots them both in the head. Now, it's time to get rid of the bodies.



Elizabeta lets you know that she knows a doctor over in Dukes that can help out. The two drag the bodies to the car, and then you gain control. Walk over to the car and head on in, and then begin your drive from Bohan to Dukes. Your destination is an alleyway off of Yorktown Avenue. This drive is easy enough, as it will take you over the East Borough Bridge on a route you've driven many times before. There is an important catch, though, and that is to be *extremely careful* as you drive. The trunk is full of bodies, and if you hit anything, the trunk will open up. Make sure this doesn't happen in front of any cops, and if it happens at any other time, get out of your car and close the trunk before proceeding.

ELIZABETHA'S MISSIONS



When you finally reach Dukes, you're nearly to your destination. Remember that we're looking for an alleyway that's nudged between Yorktown Avenue and the ever-busy Dukes Boulevard. Once you arrive, drive the car over the arrow, and Elizabetha's shady doctor friend will show up on the scene. After examining the bodies, he'll agree to take them (so he can sell their organs and other body parts on the black market), and then he'll take off with the car. And just like that, this brief, surprisingly easy mission comes to an end.



BRUCIE'S MISSIONS

NO. 1

This is the game's only story mode race - the only thing you need to worry about is the second to last checkpoint where crashing through a barrier could put you in the riverbed. Otherwise, just take the corners steady - you'll have plenty of time to outdistance the other racers on the straights.



That clown Brucie is up to it again. Go and visit him at his place on Mohanet Avenue in Broker, and speak with him to be brought to his garage, where a beautiful car is waiting there. It may seem like you're going to be able to use this car on your own for an upcoming race, but there will be no such luck for you. Instead of using that vehicle, you'll have to go find another pimped-out vehicle that Brucie can use, because he can't get the one sitting in his garage to start. Them's the breaks.



BRUCIE'S MISSIONS



From your location on Mohanet Avenue, boost a car and follow the coordinates the GPS lays out for you. You're heading to Freetown Avenue, which is over on the east side of Broker. Simply drive there, following your GPS coordinates. When you finally arrive at the car's location, ditch your current car and get into the sports car. It's time to speed off to the race's starting line.



The starting line of this race is west from where you grabbed Brucie's friend's car. Head there using the HUD's GPS coordinates; your goal is to arrive at Huntington Street. When you arrive to the proper area, you'll see five other cars already lined up and ready to race. You'll start on the right side at the back of the pack, but if you're a good driver, you're gonna be just fine here... especially in the whip you're currently sporting.



BRUCIE'S MISSIONS

This race seems more intense than it actually is. A word of advice is to try to undertake this race during the middle of the night, when traffic is lightest. While heavier traffic will affect all racers equally, you'll use all the help you can get to get through this race in first place the first time through. If you can grab the lead early on in the race, it's easy enough to retain. Keep an eye on your HUD -- the yellow dots represent checkpoints. If you miss any checkpoints, you'll have to go back and hit them (but this will likely cause you to lose the race anyway). Be especially careful near the end of the race, when you have to take a sharp left. If you miss the turn, you'll fall down into a valley below, with train tracks running down the middle. By the time you get back to the road, you'll already be in last place. You've been warned!



Victory in this race is only the first step to success on this mission. Once you've won the race, Brucie (who has been talking your ear off for the entire race) will compliment you and ask you to bring him home. What's more, as you're driving back to his house, he'll give you his friend Steve's car, the one you're driving now. What an incredibly nice guy! Once you drop Brucie off back at his place, the mission concludes.

BRUCIE'S MISSIONS



FRANCIS McREARY'S MISSIONS

FINAL INTERVIEW

Go to Perseus to get a suit plenty of time ahead of your job interview. Once you're in the office with him alone, shoot Goldberg. The easiest way to escape - assuming you've got a bit of health left - is to shoot out the windows and jump out, avoiding taking on security in his office. Then grab a car and make your getaway.



Your mission is to take out the lawyer Tom Goldberg. Check your email. Follow the link on the email Frank McReary sent you. Click on Careers, then submit a resume. You'll have to wait for a while for them to get back to you. You'll get an text message with an appointment time. Wait until this time (or maybe a few hours before) and head over to the location. Go in and speak to the receptionist. She'll lead you to the interview. During the interview stand up and pull out your knife. He will tell you where the files are (on the desk). Then kill him with your knife. You can leave the office. If you shoot him, you'll have to shoot your way out and shake a three star wanted level. (Note: You may not be able to kill him without alerting the secretary, who will walk in and scream. You'll then have to make your way out of the building, by going downstairs- the door you came in won't open, and cannot be shot or smashed open.)

You meet up with Francis at the police station. He's made another mistake and he needs you to clean it up. You need to kill a lawyer by setting up a job interview. He emails you the details so head to the internet cafe and get that info. Click the link in Francis' email, click through to the careers section and submit your resume. After that you will exchange a call with Francis and then the lawyers office will call you and schedule an interview. Buy a suit before the scheduled interview so you can look sharp. We got our gear from Perseus. If you need a way to eat up time before the interview each time you save it will count off 6 hours. When the interview begins shoot him and grab the files. You will have to fight your way out through security guards and police. Exit the building and find a car to escape in. By this time your warning level should be up to about 3. Find a fast car and hit a straightaway if the pay and spray is inaccessible.

PATRICK McCREARY'S MISSIONS

HARBOURING A GRUDGE

When Packie says 'Get at 'em' - DON'T. Stay hidden behind the sign with him, and pick off the Triads one by one. More will appear when you jump down, so be ready - and watch for the ones on the right. When you're done, go into the office behind the truck to find a medipack, then steal the truck. Be careful when you're dropping grenades - only do it when you're on a straight with nothing ahead, otherwise you run the risk of getting stuck and blowing yourself up.



After speaking to Packie hop into your car, or there is a sedan on the street you can take. Follow Packie up on the roof, and watch the scene. Climb down on to the small structure with the skylight, then take the stairs down. Take out all the enemies here, including the ones on the boat, in the warehouse

- Packie introduces you to his sister, who seems interested in you. Head to the harbor with Packie to handle some business. Climb to the roof of the warehouse to survey the docks. Follow Packie as he climbs up the side of the building and observe a deal in progress. The boat arrives and meds are off-loaded onto a waiting truck. Steal the truck and escape with the shipment.
- We found it best to hang out on the rife and use the sniper rifle or assault rifle to take most of the guys out from a distance. Once the shooting has stopped, use the mini-building on the right to get down. Proceed slowly towards the garage. There are still gunners inside. Take cover and pop them with the assault rifle. Get in the truck and follow the map to the waypoint. You will be chased by the Italians. Luckily, Packie has provided some grenades that you can drop out of the window when one of them gets too close.

FRANCIS MCREARY'S MISSIONS

HOLLAND NIGHTS

- Meet up with Francis at the police station. He complains about his life's struggles again. He needs you to go to East Holland, to visit a drug dealer named Clarence, and he needs him "dealt with." He says he'll pay you 2,000 dollars, and you counter with 5,000. He agrees. Head to the projects in East Holland.
- When you arrive, you call Francis, who tell you that Clarence is on the second floor, and warns you of his lackies.
- Get to one of the staircases as soon as you can. Proceed cautiously up the stairs, hugging corners and taking out enemies one by one. There's no need to rush. When you come to an open balcony area, run to the right corner area (following the red dot indicator...), and proceed along the edge of the balcony to the staircase. Take it all the way up to the roof, where Clarence waits. A cutscene occurs. Clarence apologizes for his wicked ways, and says if you let him go he'll leave town. You are given a choice to either kill him, or let him go. We killed him. As soon as you do, the cops are after you and begin flooding the building.
- There are a lot of cops at this part. You'll need a lot of ammo for this mission, and the body armor. Be careful when heading back down the stairs: the cops are waiting in large groups. take out as many of them as you can, and then make a run for it back out onto the street. You'll need to lose your wanted level. We had 4 stars of wanted at this point, so we rushed to the pay and spray, successfully.
- The main difficult of this mission is the sheer number of enemies you'll need to fight, both the cops and the drug dealers. Use auto aim, and switch between opponents quickly.

UL PAPER MISSIONS

PORTRAIT OF A KILLER

This is basically a street fight, so you run the risk of attracting police attention if you shoot from the wrong place. You can get behind the Russians and attack from above, which is probably the best bet - otherwise they've got a height advantage on you. Just stay as far away as you can and pop the lot of them.

You need to kill someone else. To do so you need access to a police computer first, so let's find a cop car.

The easiest way is to call 911 and, select 1 for Police and wait for them to show up. Another way is to steal one from the Police station northwest. Remember where Francis mission started? If not, simply go to the triangle (thing that looks like times square) where the two large roads cross. Exactly where the crossing is, take that road to the west, it's in the second block on your right, can't miss the parked cop cars outside. Grab one and get rid of the heat you most likely will get from that. Now stop the car and access the computer. Search the database, by photo. It will automatically connect to your phone and show you the picture UL sent. Select it and wait. The computer will tell you this is Adam Dimayev. Press the button for locate. He is in dukes in a warehouse. As you approach you will notice the red symbols, lots of guards here. UL will call and tell you to kill them all. The best way is to approach them from below. Kill the first level and what you can see on the upper, then climb the ladder on the left to the upper level and kill all the guys up there. With everyone dead, UL tells you that you are closer to your goal.

Go to Algonquin. On your way Dwayne will call, now he wants Playboy dead. Maybe killing both will solve your problems.

Also the lawyers call, you got an appointment with them tomorrow at noon.

Go back to the U blip and stand in the arrow.

You go to see the Fed, U.L. Paper again. After you get through meeting with him you will get a text message directing you to who you need to kill. You need to grab a cop car to get the information about the guy you are supposed to clip. Once you arrive at his location you will notice there are a lot security guards protecting the target. Use the parking garage office as cover to take out the guys near the cars. Look up and take out the guys on the second level and climb the ladder. Once you get to the top find cover there are a few guys sitting back waiting to ambush you. Keep behind cover and take them out one at a time, once they are all done you call Paper. The target was not there but you are closer to finding him.

UL PAPER MISSIONS

DUST OFF

This is a pretty simple one. Just shoot the two guys guarding the chopper, then make a run for it and jump in. Nobody's going to chase you if you do it efficiently.



You meet with U.L. Paper again. He tells you of a terrorist money launderer that he wants taken out. But first he has a gift for you. Head to Albany in Lancet and give him a call. He calls you on the way there and tells you to follow a helicopter until it lands. After that you will use it to drop off some passengers. The helicopter changes position a bit but you will have the best luck sticking to the larger freeways and main streets. The chopper will be easily followable once it lands there will be gunmen guarding it. Take them out and fly off n the chopper. There's no one chasing or shooting at you once you get up in the air, take your time and learn the controls. Follow the map to the nav point and land. Mission Complete

Head over to the location. You'll want a good car. When you get to the location you'll have to follow the helicopter. Head down the expressway, and when in doubt, keep going straight. (I don't know what happens if you enter the tunnel.) When you get to the landing site, you'll see a bunch of bad guys. There are two near the entrance, and several more near the helicopter. Start off with the sniper rifle, then take out the rest with the assault rifle. Hop into the helicopter and fly it over to the airport. Land at the indicator, and you'll be done. Be aware that going onto the runway will get you a four star wanted level.

UL PAPER MISSIONS

PAPER TRAIL

Here you need to pick up the chopper you were using earlier and fly it in a chase after another copter. The only bit to worry about is flying under the bridge - don't descend too sharply, or you're dead. After that, stay on the right of the enemy chopper to let Little Jacob get a clear shot. After that, you're free to try making friends with him.



You'll get a call that starts this mission. Head over to the salvage yard off Grummer Road. There is a helicopter waiting for you. Hop in and follow the other helicopter. When it's over the water, Little Jacob will try to shoot it down with a rocket launcher. You must fly at the same level as the other helicopter and hold your aircraft steady. Jacob will shoot it down. Fly Jacob to his landing point, and then you'll have free use of a helicopter. This is a good time to get the flying under bridges achievement. You can also land the helicopter at your safehouse to save it for later. You may need to push the helicopter into the parking space by ramming it with another car.

- U.L. Paper now has you take out the target using the helicopter. Jacob's got your back on this mission. When you take off, Jacob informs you that there is a rocket launcher on board. Follow the waypoint on the map to locate your target, also in a helicopter. Be sure to stay close. If he gains too much distance, you will lose the mission. Hold the chopper steady as your triggerman, Jacob, fires rocket rounds. Land the helicopter at the marked location on the map. Once you land, it is payday.
- **Award:** \$7500

PATRICK McREARY'S MISSIONS

WASTE NOT WANT KNOTS

This is your first heist with the McReary boys, so make sure you look after them. You can barrel in the front, but there's much less risk if you climb over the fence and head for the side door. Once you're inside, the boys will announce that they're pushing forward - stay with them, or one of them'll die. Get to the office so the boys don't get shot, then sprint out again.



\$8000 You'll need a four door car for this mission. Don't bring anything too nice because you'll lose it during the mission. Drive to the location and everyone will get out. Just make sure not to shoot your own teammates; they have an unhealthy habit of walking in front of you as you're shooting. As soon as you jump the second fence, you'll enter a gun fight. If you like, you can hang back and let the others do most of the work. Enter the building, but the door is covered by gunfire, so back out as soon as you can. If Packie dies, you'll fail the mission. Kill everyone inside and head up to the office. When you grab the money more people will attack. You can either fight them or run out the way you came in- but they seemingly respawn instantly and infinitely, so best to run outside and head for the boat. Once outside, the first aid kit respawns. Run around to the end of the pier where Packie is waiting for you. Swim to the boat, then drive it to the marker- you only need to pick up Packie, don't worry about the other guys. After this mission you'll be able to date Kate.

- You walk in on Packie during a meeting with some of his cohorts. Kate is happy to see you, and Packie is not pleased by that. They are in the midst of plotting to rob an enemy and want you in on the job. You need to jack a car with 4 doors to fit all of the accomplices.
- Head over to the waste management plant. Upon arrival, all of your companions hop out and you learn that your getaway vehicle is a boat. Your partners are brutal, and eliminate many of the opposition. They will have a tendency to walk in front of you while you are shooting, so be careful not to shoot them.

PATRICK McCREARY'S MISSIONS

- Follow their pace and use cover to your advantage. Keep an eye on Packie. He tends to advance too quickly and gets himself killed, which would cause the mission to fail. Kill everyone outside and move in to the warehouse. Head upstairs to the office and grab the bag of money. This cues the arrival of additional enemy reinforcements. Fighting them seems to be a waste of time as they continually respawn. It is best to fight your way out the way you came in. Your escape will require a lot of bullets.
- As soon as you exit the building, the first aid kit respawns.
- Continue to the end of the pier where Packie is waiting for you. The boat is anchored 100 feet from it. Swim safely to the boat, pick up Packie at the pier, and head to the marker. As long as Packie is on the boat, the mission is a success.
- **Award:** \$8000

RAY'S MISSIONS

A LONG WAY TO FALL

Check the text to find the guy you need to intimidate, then head upstairs. You need to be really careful on this mission, because every doorway means you could be shot from two angles. Stay close to the walls, and always tackle the stairs slowly. The last guy isn't packing a gun, so you don't need to worry about him too much.



Head over to the location. You'll get a text message showing you a picture of the guy. He has a grey shirt with "72" on it. Walk up to him. He won't tell you what you need to know, so pull out a gun and point it at him, or just beat him with your fists a few times. He'll direct you to a nearby building. You can kill him at this point and save yourself a bit of trouble. Go up the elevator. When you get out, you'll have to fight a bunch of thugs. You'll end up in a circular hallway, and you'll have enemies on both sides of you. When this floor is clear, you'll have to clear the one above it, but medpacks are in at least two spots (one in a room, the other on a stair landing). The one above that one is already clear, and you'll see a yellow arrow. Don't go into that door just yet, you'll want to clear out the roof first. If you don't, guys will shoot you in the back when you open the door. Clear out the apartment, and when you get to the kitchen you'll see a scene- you may have to go into the kitchen, where there is a medpack on the counter, and then leave the kitchen again. You'll then have to chase Teddy up to the roof. Shoot him, and you'll complete the mission.

- Meet up with Ray at a local restaurant. He directs you to take out Teddy Benevides, who has been causing trouble for his Waste Management business.
- Head to the projects on Galveston. On your way there, you will receive a text message with your informant's picture. He is wearing a grey shirt with the number "72" and will be outside of the project. If you bully him a bit, he will provide directions to Teddy's apartment.
- After you are on the elevator, your informant calls Teddy to let him know you are on the way. A gunman will be waiting for you as soon as you exit the elevator. Advance through

RAY'S MISSIONS

the hallways, killing whatever moves. Take the stairs up the last few floors to Teddy's apartment. Once all the goons in the apartment have been killed, it will cue a cut scene and Teddy escapes to the roof. Tail him and be prepared for a few more scattered gunmen along the way. After they have been killed, follow the red dot and shoot teddy ... Mission accomplished

- **Award:** \$8500

chapter IV

SERGEANT



jahnoodes

RAY'S MISSIONS

TAKING IN THE TRASH

This is an easy one. The boys on the back of the Trashmaster keep the enemies off you, so you just need to drive. And not crash into anyone, obviously.



The trash truck is within walking distance. Hop in the truck and drive to each marker. Tuna and Johnny will grab the bags. Open the back and they'll throw it in. After the second pickup, you'll be attacked and have to drive away. Keep going as fast as you can and you'll outrun them. Drive to the marker.

- The point of this mission is to pick up trash in a dump truck, that is actually filled with crystal meth. You make two easy, slow stops before the action starts.
- A black car begins pursuit while shooting at the garbage truck. You try to "lose" the car and return to the warehouse. In an orthodox fashion this may seem impossible, since the garbage truck has to be one of the slowest cars in the game. Alternatively, come to a complete stop, and use **LB** to fire at the black car. You may have to rotate the crosshairs using **R** all the way around, but it is worth a try. With enough fire, the black car will explode. This will raise your wanted level to two stars, but the mission doesn't call for you to lose your wanted level. All you need to do is arrive at the warehouse to successfully complete the mission.
- **Awards:** \$9,000

RAY'S MISSIONS

MELTDOWN

This is an easy car chase. Just make it to the park, shoot Luca's henchmen and chase him to the toilet. Shoot the doors open and you'll find Luca cowering. Kill him and leave with the diamonds.



- Lucas has stolen diamonds from Ray. You have been asked to go to Castle Rock Gardens, kill him, and retrieve the diamonds.
- When you find Lucas, a car chase will ensue. At this point in the mission, you're merely trying to stay with him until you get to the park, at which point a cutscene will occur.
- After their car crashes, Lucas and his party set off on foot, running into the park.
- Take cover behind the pillars to the right. From there take out the enemies hiding behind other pillars up ahead. After they're down, make your way under the bridge straight ahead. The enemies here will most likely be right out in the open. If you have body armor, it will come in very handy. as there is no cover available. Charge straight ahead under the bridge while firing aggressively.
- After that, you simply need to find Lucas, by shooting open the bathroom doors. Once he has been killed, meet Ray at the park bridge to deliver the stolen diamonds and successfully complete the mission.
- **Award:** \$9,500

RAY'S MISSIONS

Head over to the location in Castle Gardens. You'll lose whatever car you bring. When you get there, you'll see Lucas and his friends in a car. They'll drive away, and Niko will hop in a nearby muscle car. Niko's car is much faster, but Lucas's car is more maneuverable. Follow them until they get to the park, where they'll crash. You can either shoot them all, or run them over. Lucas will escape into the bathroom. You can open the stall doors by shooting them. Find Lucas, kill him, and get the diamonds. You'll then have to meet up with Ray at the overpass in the middle of the park to give him the diamonds. This handoff will go off peacefully.

RAY'S MISSIONS

MUSEUM PIECE

Get behind cover straight away. There are guys coming at you from all sides, so make sure your back's covered while you clear out one aisle - then you can concentrate on the others. There's a medipack at the top of the stairs, so grab that and watch out for more people appearing on the balconies as you head through the museum. When you get outside, shoot the first two guys you see, then jump in a car and lose everyone.



This mission is to oversee a diamond deal. Of course it will go wrong, but when it does, your only objective is to escape the museum. You'll have to fight your way to the far side of the room you start in. You'll find some stairs down to the first floor, and you'll have to fight your way back across the room. Exit through the door and keep moving toward the marker. When you get outside, hop into one of the cars, and lose the guys chasing you.

Your enemies here drop more powerful pistols, so you may want to pick one up.

- Niko makes Ray promise that he will find the man he is looking for, "Florian Cravic."
- You have to meet Johnny at the side entrance of the Libertonian Museum. You're going to give diamonds to a buyer together. The deal does not go well, and quickly turns into a fire fight... your goal changes to "escape the museum."
- The main strategy for this mission is go slow. There is no time limit, and there are far too many enemies hidden throughout the museum to rush. Move from one cover to the next in the first section, killing enemies slowly as you go. We found it useful to stay crouched while moving through the museum.
- **Tip:** Make sure to constantly **push L to auto-aim**, as it can automatically point you towards an enemy you didn't know was there - often up in the rafters.

RAY'S MISSIONS

- If you have the rocket launcher at this point, it can be very useful in the last big room. Aim it into the middle of the room for multiple kills.
- When you exit the museum, you'll have to lose Isaac's crew and your wanted level if you have one. The only strategy for this section is drive fast, make a quick series of turns with straightaways, and try to make it to the pay and spray.
- **Tip:** There are two health packets up on the walls in the museum. The first is at the end of the first hallway, and the second is right at the exit on the wall. There is also some body armor in the last big room before the exit, on a table.
- **Achievement: Impossible Trinity**

RAY'S MISSIONS

NO WAY ON THE SUBWAY

Another mission where you can't kill the people you're chasing until a certain point. You'll need to chase them through the subway - you can actually kill the first biker after passing a couple of trains, but if you leave him alone he'll crash into an oncoming train on his own and die anyway. After that the last biker veers onto the bridge - follow him, and accelerate to take the jump when he brakes. He'll crash, so you can shoot him or run him over at leisure.



Head over to the location, and you'll see two bikers hop on their bikes and ride away. Whatever vehicle you drove will disappear, but there will be a motorcycle for you to use. Hop on the bike and follow them. They will eventually ride into a subway tunnel. Follow them, and if you get close enough shoot them. Eventually they'll go over a subway bridge, and the end of the bridge will be blocked by subway cars. Follow them on the walkway to the left, and ride down the stairs. After a street chase, they'll eventually crash. Shoot them, and you'll complete the mission.

- This is a straight up motorcycle mission in which you will take out two members of the biker gang for Ray. As soon as the chase ensues, get on the bike and give constant chase. Be very careful going around corners. One false move can mean the end of the mission. Stay right on top of them and don't bother shooting at them yet.
- Follow them when they enter the subway. Jump carefully, so you don't flip your bike. There are no obstructions in the subway, so you can take the turns pretty quickly without any fear of hitting something. As soon as you have a straightaway with both bikers in view, fire liberally at one of them. Hold down **LB** nonstop and aim carefully.
- **Tip:** Be careful of the subway train, as it comes right at you a few times during the sequence. It would be best to either go all the way to the right or all the way to the left to avoid it. In general, stay right behind the biker in front of you, since you know he won't get hit by the subway. Stay right on top of him and fire non-stop. He will take quite a bit of fire before he goes down. He also takes some insane/unexpected turns, so watch out for those.

RAY'S MISSIONS

WEEKEND AT FLORIAN'S

Instead of getting a GPS in this mission, you need to listen to directions. If you can't be bothered with that, though, just head to Middle Park West in Broker - that's where you'll find Florian.



You'll get a call from Ray, telling you that he has information about Florian Kravich. First off, head over and pick up Roman. Then head over to Talbot. He has information about Kravich. When you get to him, you'll need a four door car. He'll get in, and Talbot will give you directions as you hit each intersection. You'll have to drive slowly or he'll get confused. When you get to the location, you'll see a scene. This mission unlocks missions for Berine.

- This mission involves locating involving Florian Cravic, aka Bernie Crane. Bernie is an old friend of Niko who has fully embraced the high life of Liberty City and is rumored to be gay. The mission exists purely to advance the story line and contains no action sequences.
- A phone call from Ray lets you know that he has information about how to locate Florian Cravic. Pick up Roman. The two of you will need a four-door car to pick up Talbot. Talbot will then direct you to Florian's location. After he gets into the vehicle, Talbot will supply directions as you hit each intersection. Drive slowly or he will become confused.
- Florian claims that a man named "Darko" is the one who crossed Niko in the past, but that he may still be in Europe.

RAY'S MISSIONS

LATE CHECKOUT

Once you get up in the lift here the shooting's going to start straight away, so tap left on the D-pad to pull out your biggest gun and get blasting. This is actually a fairly decent place to use a rocket launcher, grenades or Molotovs, because the confined space makes them very effective. The toughest section happens as you reach the roof - the glass stops you dashing through to take cover, but doesn't stop bullets. Keep your head down and blind fire over the top to take down the first few enemies.



You'll need to find a way into the penthouse. The direct way is to take the elevator up and shoot your way in. This isn't recommended because you'll have to shoot your way through a hallway filled with guards. Access to the roof is also hard, because the interior stairway brings up to the roof inside a glass structure, which is a bad tactical position. The better way to do it is to go around to the back of the building, near the garbage cans. There is a window washer's lift back there that will take you up to the top floor. Fight the four guys on the roof; there is some body armor there. Head down and take out the others. You can perform executions of the diamond thieves.

After you kill the last diamond thief, more guards will enter and you'll get a two star wanted level. There will be more guards on the roof.

- Ray Boccino has asked that you eliminate Isaac, two of the other main diamond dealers, and their followers.
- Enter the hotel and make your way to the penthouse. The most direct route is to take the elevator and shoot your way in. Be prepared to be shooting immediately after getting off the elevator, as several enemy guards are stationed right at the elevator. Proceed down the hall cautiously if this is the route you select.
- You can also access the penthouse via the roof. This is also difficult because the interior stairwell leads to a glass structure on the rooftop, a bad tactical position.

RAY'S MISSIONS

- The penthouse is also accessible at the rear of the building near the garbage cans. The window washer's lift will take you directly to the top floor. Fight the four guys on the roof. There is also some body armor located there. After the four on the rooftop have been killed, head down and take out the others. Then execute the diamond thieves.
- After you kill the last diamond thief, more guards will enter and you'll have a two-star wanted level. More guards will be on the roof.
- **Tip:** There is one health packet and one body armor in the mission, both of which are very useful.

BERNIE'S Missions

HATING THE HATERS

This is another chase scene where you can't kill your target until a certain point - just be aware that you're going to have to pick Bernie up on your moped, because you don't want to drive past and lose him.



Take Bernie to the park. When you get there, you'll have to follow him as he jogs. Don't get too close or the attacker will be scared away. When Bernie goes through the tunnel, he'll be attacked. The attacker will run up the nearby stairs, and onto a scooter. If you can't shoot him as he rides away, hop on one of the scooters and chase him. After you've killed him, head back to pick up Bernie.

- While visiting Florian, he tells you that someone has been beating him up in the park. Take him to the park and follow him by jogging a ways behind him. Don't get too close or you will frighten the attacker off.
- When Florian enters the tunnel, a cutscene will occur in which Florian is attacked with a baseball bat.
- The attacker runs up the nearby stairs outside the tunnel on the right and hops on one of the parked scooters. Give chase quickly. If you are not able to shoot him as he rides away, use one of the scooters on the street to follow.
- The attacker rides through the park. Keep up with him as he takes some unexpected turns. Once you have an open shot, take it and fire liberally. When he is down, you need to take Florian to Perseus to end the mission.
- **Award:** \$6,000

BERNIE'S Missions

UNION DRIVE BLACKMAILERS

This is possibly the toughest chase in the game, because the blackmailers can't be stopped and will flip cars over as you chase them. Once you've made it along the freeway - and don't worry about the cops who show up to tackle the blackmailers - they'll become vulnerable and eventually crash, letting you take them down as they dash through the park. Just don't go too nuts with the shooting, or you'll have to lose the cops before you can finish the mission.



After you speak to Bernie, he'll ask you to get a car. Just down the street is an unlocked Turismo sports car just down the street. Hop in and drive to the location. After you speak to the blackmailers, they'll try to get away. Chase them, but be aware they have a very fast sports car. Eventually they'll crash; ram them with your car, then shoot them.

- Bernie will ask you to get a car. Hop in to a large SUV and drive to the meeting location with the blackmailers. They will make a run for it after you speak with them. Try to keep as close to them as possible, but be aware they have a very fast sports car. If you can hang in there for a few minutes, a cutscene will occur. They will get out of the car at the park... your chance to gun them down. Take cover behind the fan, and take them out.
- **Award:** \$6,250

BERNIE'S Missions

BUOYS AHOY

Inevitably, your picnic's going to go wrong - so when it does, just follow the enemy boat until it crashes. You can actually flank Dimitri's men by scrambling up the bank and getting behind them, which takes them by surprise and lets you shoot them in the bank. Get the one nearest the boats first, so that when the cops turn up you can hop in the boat with Bernie and run for it.

Hop in the boat. Head over to the marker and some guys in a boat will take a shot at you. Follow them, and keep chasing them. Their boat is more maneuverable, but yours is faster. Don't follow them into tight spaces, go around. Eventually they'll crash, and you'll have to hunt down and kill the three of them.

Sometime later, Bernie will give you a call and give you a call. It's an Infernus, and its location is shown on your map, as "Bc."

- Meet up with Bernie getting off of a boat. He needs you to accompany him on a boat trip.
- Pilot the speed boat to Firefly Island and roll over the marker just off the beach. As you come to a stop, a boat appears and the Russians on board fire at you. These are three of Dimitri's men. You need to track them down and kill them. Their boat is more maneuverable, but your's is faster. Don't follow them into tight spaces. Once their boat reaches land, continue your pursuit on foot.
- The three Russians are scattered around a graveyard. There is no time limit, so take your time searching without attracting attention from the cops. After you kill them, head back to Bernie to complete the mission.
- **Award:** Red Lamborghini

DERRICK MCREARY'S MISSIONS

BABY SITTING

Another tough one. The key here is to stay close to Kim's boat - as long as you're relatively nearby, he won't die, even if you can't kill his pursuers. Once you get the rocket launcher, use it to take out any boats behind you, but be careful about using it on any boats near Kim's - you're probably better off switching back to the machinegun and shooting the men rather than their boat.

Stay very close to the fishing boat. It moves just as fast as your speedboat, so it is difficult to catch. You'll have to defend the fishing boat against other speedboats. You can shoot at them, or ram them. When your boat stops, stand up and use the rocket launcher to shoot down the helicopter, then destroy the other boats.

- Follow Kim with the boat. Attackers in black boats will soon move in from both sides. Use **LB** to shoot the boats. Aim for the attackers inside the boats. If the boats take enough fire, they will blow up, killing all occupants. At one point you'll need to stand up using **Y** to use the rocket launcher and take out the enemy helicopter. When aiming at the helicopter, lead it off a bit, as the rocket travels fairly slow.
- Once the helicopter and all of the boats have been destroyed, the mission is essentially complete. Follow Kim back to the dock to end the mission.
- **Award:** \$7,000

DERRICK MCREARY'S MISSIONS

TUNNEL OF DEATH

There's no rush to block the tunnel here, so make sure you're loaded up before you do it. When the ambush starts, shoot the guy who's approaching you, then start rolling grenades into the police cars - don't risk using the rocket launcher, because it's too easy to blow yourself up. Once the mission's done, you can take it fairly steady in the police transport.



- Derrick has requested that you take out Aiden O'Mailey, who's being moved by police van from the Bacon factory to the correctional facility.
- Pick up the truck with the rocket launcher that Packie has arranged.
- Proceed to the tunnel, parking length-wise across both yellow markers to block access. Kill all of the cops. Either use the rocket launcher to destroy the cop cars and their inhabitants, or simply use the assault rifle to zoom in and pick off each one individually. Either way, be careful not to kill Aiden yet. If you're using the assault rifle, you will need to zoom in to hit the cops hiding behind the armored car.
- Once you have captured Aiden, you'll need to lose your wanted level in the armored car. This will not be easy because the car is very slow. Try and put some distance between you and the police by hitting a straightaway for a while. Take various turns to try and lose them. Once you're out of the cops' radar range, stop moving so you are in the safe zone long enough to lose your three-star wanted level. Don't worry about hitting anything in the armored car. It's all but indestructible.
- Drive to the marker to end the mission.
- **Award:** \$7,500

DERRICK MCREARY'S MISSIONS

He'll ask you to kill a guy named O'Malley. This mission is harder than it sounds, because O'Malley is being held in police custody under heavy security. Packie will call you, and tell you the plan: as the police convoy enters a tunnel, you're going to block the path with a truck and attack the convoy with a rocket launcher. Go to the marker and hop into the truck. Drive the truck to the tunnel and block it by parking the truck between the two markers. The convoy will stop. Take out the cops that go to investigate your truck, then take out your rocket launcher and take out the rest. You'll be told to get in the armored car, and you'll have to drive it out and lose your three star wanted level. Then drive to the marker to end the mission.

STORY MISSION

BLOOD BROTHERS

This isn't really a mission - it's more like a decision. Do you shoot Francis or Derrick? Pick Derrick, and you'll get a cool reward from Francis. But if you pick Francis, you'll unlock the Undertaker mission for later...



Frank will ask you to kill Derrick.

When you get to the location, head over to the front of the building. There is a window cleaning lift on top of the scaffolding. Use the stacked boards to climb up to it. Use the lift to get to the top of the roof. Pull out your sniper rifle and shoot either Frank or Derrick.

- Frank McCreary is upset that Derrick is back in town. Apparently Derrick is threatening to talk to a journalist about the family.
- Frank has plans to meet Derrick in the park off Bismarck in Lancet, and wants you to kill Derrick, to put him out of his misery.
- When you arrive at the location, head over to the front of the building and jump up on the stack of boards. Take the window cleaning lift on top of the scaffolding to the roof. Use the lift to get to the top of the roof.
- From here, this will be an easy, one-shot mission. Pull out your sniper rifle and shoot either Frank or Derrick. They are sitting side-by-side in the park on a bench.

STORY MISSION

TUNNEL OF DEATH

There's no rush to block the tunnel here, so make sure you're loaded up before you do it. When the ambush starts, shoot the guy who's approaching you, then start rolling grenades into the police cars - don't risk using the rocket launcher, because it's too easy to blow yourself up. Once the mission's done, you can take it fairly steady in the police transport.



- Derrick has requested that you take out Aiden O'Mailey, who's being moved by police van from the Bacon factory to the correctional facility.
- Pick up the truck with the rocket launcher that Packie has arranged.
- Proceed to the tunnel, parking length-wise across both yellow markers to block access. Kill all of the cops. Either use the rocket launcher to destroy the cop cars and their

STORY MISSION

inhabitants, or simply use the assault rifle to zoom in and pick off each one individually. Either way, be careful not to kill Aiden yet. If you're using the assault rifle, you will need to zoom in to hit the cops hiding behind the armored car.

- Once you have captured Aiden, you'll need to lose your wanted level in the armored car. This will not be easy because the car is very slow. Try and put some distance between you and the police by hitting a straightaway for a while. Take various turns to try and lose them. Once you're out of the cops' radar range, stop moving so you are in the safe zone long enough to lose your three-star wanted level. Don't worry about hitting anything in the armored car. It's all but indestructible.
- Drive to the marker to end the mission.
- **Award:** \$7,500

He'll ask you to kill a guy named O'Malley. This mission is harder than it sounds, because O'Malley is being held in police custody under heavy security. Packie will call you, and tell you the plan: as the police convoy enters a tunnel, you're going to block the path with a truck and attack the convoy with a rocket launcher. Go to the marker and hop into the truck. Drive the truck to the tunnel and block it by parking the truck between the two markers. The convoy will stop. Take out the cops that go to investigate your truck, then take out your rocket launcher and take out the rest. You'll be told to get in the armored car, and you'll have to drive it out and lose your three star wanted level. Then drive to the marker to end the mission.

FRANCIS MCCREARY'S MISSIONS

LURE

Once you're on the roof with the sniper rifle there are two ways of getting the target in your sights - you can either shoot his satellite dish so that he gets up to adjust his TV, or check his phone number - it's on his phone - through your sights and give him a call to make him get up. Either way, pop him in the back of the head.



Frank will ask you to kill Derrick.

When you get to the location, head over to the front of the building. There is a window cleaning lift on top of the scaffolding. Use the stacked boards to climb up to it. Use the lift to get to the top of the roof. Pull out your sniper rifle and shoot either Frank or Derrick.

- Frank McCreary is upset that Derrick is back in town. Apparently Derrick is threatening to talk to a journalist about the family.
- Frank has plans to meet Derrick in the park off Bismarck in Lancet, and wants you to kill Derrick, to put him out of his misery.
- When you arrive at the location, head over to the front of the building and jump up on the stack of boards. Take the window cleaning lift on top of the scaffolding to the roof. Use the lift to get to the top of the roof.
- From here, this will be an easy, one-shot mission. Pull out your sniper rifle and shoot either Frank or Derrick. They are sitting side-by-side in the park on a bench.

FRANCIS McCREARY'S MISSIONS

TUNNEL OF DEATH

There's no rush to block the tunnel here, so make sure you're loaded up before you do it. When the ambush starts, shoot the guy who's approaching you, then start rolling grenades into the police cars - don't risk using the rocket launcher, because it's too easy to blow yourself up. Once the mission's done, you can take it fairly steady in the police transport.



- Derrick has requested that you take out Aiden O'Mailey, who's being moved by police van from the Bacon factory to the correctional facility.
- Pick up the truck with the rocket launcher that Packie has arranged.

FRANCIS McCREARY'S MISSIONS

- Proceed to the tunnel, parking length-wise across both yellow markers to block access. Kill all of the cops. Either use the rocket launcher to destroy the cop cars and their inhabitants, or simply use the assault rifle to zoom in and pick off each one individually. Either way, be careful not to kill Aiden yet. If you're using the assault rifle, you will need to zoom in to hit the cops hiding behind the armored car.
- Once you have captured Aiden, you'll need to lose your wanted level in the armored car. This will not be easy because the car is very slow. Try and put some distance between you and the police by hitting a straightaway for a while. Take various turns to try and lose them. Once you're out of the cops' radar range, stop moving so you are in the safe zone long enough to lose your three-star wanted level. Don't worry about hitting anything in the armored car. It's all but indestructible.
- Drive to the marker to end the mission.
- **Award:** \$7,500

He'll ask you to kill a guy named O'Malley. This mission is harder than it sounds, because O'Malley is being held in police custody under heavy security. Packie will call you, and tell you the plan: as the police convoy enters a tunnel, you're going to block the path with a truck and attack the convoy with a rocket launcher. Go to the marker and hop into the truck. Drive the truck to the tunnel and block it by parking the truck between the two markers. The convoy will stop. Take out the cops that go to investigate your truck, then take out your rocket launcher and take out the rest. You'll be told to get in the armored car, and you'll have to drive it out and lose your three star wanted level. Then drive to the marker to end the mission.

Gambetti's Missions

ENTOURAGE

Find the gangsters and get in convoy - this opening bit is simple enough. When the shooting starts, get to cover straight away. Shoot all the gangsters from the alley, then jump in your car. Four cars will get on you when you hit the intersection, so drive straight at the lead one and veer around it to break out of the ambush. Then just zigzag through the streets until you're away. Try not to shoot too much, or you'll have the cops to worry about as well.

Head over to the start location and get in the car provided. Follow the convoy car in front of you, and you'll drive into an ambush. Niko will get out of the car, find cover and take out all the attackers. When they're taken care of, hop a car with Jefferson and drive away. You'll have several cars following you, and you must lose all of them.

- Visit Mr. Gravelli, a Mob boss and patient in Schottler Medical Center. During your visit, he asks you to protect his friend, Bobby Jefferson, from the Russians during his upcoming trip to Liberty City. Jefferson is coming into town to give a speech about a new enemy threatening Liberty City.
- Head over to the start location, designated by a blue dot on the map, and get in the car provided. Follow the convoy car in front of you. Get out of the car and take cover after the ambush. Take out all of the attackers. When they have all been taken care of, hop into a car with Jefferson and drive away. Lose all of the cars that are following.
- **Award:** \$12,000

Gambetti's Missions

DINING OUT

No point messing around here: shoot the maitre d' of the Korean restaurant (he's packing), then shoot the guys who come to investigate. Then shoot everyone else, being careful as you head up the stairs, and go through the kitchen to kill everyone else. As Fuk escapes, slide down the ladder (by holding X) and sprint into the alley to blow up his car. Job done.



Head over to the restaurant. Speak to the host, then shoot him. He's going to pull a gun on you later anyway. Fight your way through the restaurant, and upstairs. In one of the rooms upstairs you'll find the manager, he'll say that Kim is trying to escape out the back. Grab the body armor and track down Kim. Head to the other side of the restaurant, and you'll see Kim in the kitchen, but he'll run away. There is a first aid kit here. Kim went outside and jumped down the fire escape. Jump down after him and hop on the motorcycle and go after him. He'll shoot at you as you're chasing him, but you can out run him and out shoot him. If you're not comfortable on a bike, try stealing a car. Kill him to complete the mission.

- Visit Jon Gravelli again in Schottler Medical Center. He tells you about some Koreans who are selling money at a discounted price. He needs you to take care of one of their group, Kim Young Guk.
- Enter Mr. Fuk Korean Restaurant and speak with the host at the front. He tells you that the manager knows Kim's whereabouts.
- Stake out the restaurant further. Head upstairs to find the manager and question him as to Kim's location. He tells you that Kim left through the kitchen. Go out the kitchen back door after him before he escapes. Try to kill Kim before he gets away.
- If he gets away, hop on the motorcycle and go after him. He'll shoot at you as you're chasing him, but you can out-run and out-shoot him. If you're not comfortable on a motorcycle, steal a car. Kill him to complete the mission.
- **Tip:** There is a first aid kit in the kitchen if you need it.

Gambetti's Missions

LIQUIDIZE THE ASSETS

When you get to the compound with the cocaine vans, climb over the fence to the right of the gate - now you can clamber up onto the walls. Wipe everyone out, but before you start blowing up the trucks, head around to the right and shoot the people who come out of the side door - otherwise they'll make a break for it in one of the vans, making you fail the mission. Once everyone's dead, conserve ammo by driving all the trucks into a group and leaving the forklift truck near them, then detonating the cylinder on it with a shot or two. This'll make everything go up like a bonfire.

Your mission is to destroy the entire fleet of vans. The area is guarded by a lot of enemies, including a sniper on the roof of the building overlooking the area on the northwest side. You can climb up the southeast side of this building, using the air ducts on the outside wall. To get to this wall, climb the fence just to the right of the main gate. On this roof, find the ladder that goes up to the adjacent roof. This is the highest roof in the area, and you can identify it by the water tower on top. You'll find a bullet proof vest here. You can then use your assault rifle, rocket launcher, or sniper rifle to rain death on the enemies below you. Watch for the three guys who climb up the stairs and attack you from behind. You can also take out all five vans with the RPG and grenades. Three are clearly visible in the garages in front of you, the fourth is in a garage just in front of those, but is slightly obscured by a wall. The final one is directly below your firing position. All show up as red dots on your mini-map. The easiest way down is to take the ladder, then jump to the nearby street. Jumping down the air ducts is difficult.

- You once again visit Jon Graville, a well-known dying mob boss at Schottler Medial Center. He wants you to go to a grocery warehouse in Alderney City to destroy some vans with cocaine stored in their frames.
- *Guide Note:* Destroy all five vans to successfully complete the mission.
- **Tip:** Buy a rocket launcher, ammo and body armor at a weapons shop to make it easier to destroy the vans.
- Upon arrival at the warehouse, a cutscene starts rolling, showing you where some of the enemies and vans are.
- As soon as you have control over Niko, go forward and jump over the fence in front of you. Continue down the street, make a left and keep going until you see a ladder. Climb up the ladder and look for something that you can walk on to get to another building. Once you are at the other building, climb on top of the air vents coming out of the side of the building, making your way to the roof. Ahead you will see another layer of the building. Climb up onto it. Keep going and there will be another ladder to climb. Find and kill an enemy around here and other enemies will notice.

Gambetti's Missions

- Pick up the sniper rifle ammo. Use the sniper rifle to pick off the enemies in the area in front of you.
- There will be a few enemies coming up the stairs to confront you. Take care of them quickly. Once that is done, head down the stairs (where two enemies came from). There are a lot of floors so keep going down until you see a red door. Enter just far enough to spot one of the vans. Toss a grenade and quickly run back.
- One van down, four to go.
- Now go through the door and kill the enemies in that area. Keep going forward, taking out any enemies you see. Make sure to use the walls for cover. Toss a grenade or two to eliminate a few hard-to-reach enemies and the second van.
- You can now see the third van. If you have a rocket launcher, use it to destroy this van.
- Walk forward. Another van is around the corner. Use your trusty rocket launcher to destroy the fourth van. Slowly creep forward until you see the fifth and final van. Do what you've done before and destroy it.
- Once you've destroyed all the vans, the mission ends.
- **Award:** \$14,500

GERRY MCREARY'S MISSIONS

ACTIONS SPEAK LOUDER THAN WORDS

This is another tailing mission, but unlike the last one the bad guys don't stop at red lights, so it's more important to stay with them than to keep your distance. When you get to their HQ, leave your car on the getaway spot, then trigger the bomb and finish off anyone left. Afterwards you'll have to evade the police which can be tricky because of the lack of places to go - stay on the straights until you find a place with a junction, then zigzag.

Pick up the bomb. Head over to the car, and place it on the car. Park across the street at the marker. Have your car pointed downhill. You'll then have to follow the car with the Ancelottis, but at a distance so you won't be spotted. After you see the scene, drive to the marker and call Gerry to detonate the bomb. Then you'll have to take out any remaining thugs. The semi-auto sniper rifle works well, but watch out for anyone who tries to charge at you. When they're dead, you'll have to shake a 2 star wanted level.

- Go to Gerry's house. You are to plant a bomb on Tony Black's car, to create a problem between the Ancelottis and their Albanian muscle.
- Pick up the bomb in an alley off of Inchon Ave. Plant the bomb in Tony's car, parked in alley off of Feldspar Street.
- Place the bomb in the trunk. Follow Tony and his cohorts to their meeting and trigger the bomb.
- Do not follow too closely, especially around turns, or you will be spotted. As a rule of thumb, try and keep his car's red indicator at the edge of the radar map.
- When you arrive at the meeting place marker, call Gerry to detonate the bomb. It will kill most of the enemies at the warehouse, but you'll need to take out those remaining. Get out of the car and take cover behind the cinder blocks. From there, use the semi-automatic sniper rifle to zoom in and safely pick off the remaining enemies hiding around the warehouse perimeter. Watch out for anyone who tries to charge at you.
- When the mission is complete, you will need to shake a 2-star wanted level.
- **Award:** \$9,000

GERRY MCREARY'S MISSIONS

I NEED YOUR CLOTHES YOUR BOOTS AND YOUR MOTORCYCLE

No point messing around here: shoot the maitre d' of the Korean restaurant (he's packing), then shoot the guys who come to investigate. Then shoot everyone else, being careful as you head up the stairs, and go through the kitchen to kill everyone else. As Fuk escapes, slide down the ladder (by holding X) and sprint into the alley to blow up his car. Job done.



(the title of this mission is a reference to the movie Terminator 2)

Hop on the motorcycle (a PCJ 600), and head over to the marker. When you get there, you'll see the target he'll try to get away on a motorcycle. Follow him as fast as you can. He travels fast, so try to shoot at him every chance you get. When do finally hit him, he will fall off his bike and try to run on foot. Stay on your bike, chase him /kojl down and kill him.

- This is a straight up motorcycle assassination mission. Disguise yourself as an Albanian to kill Frankie Garone, an Ancelotti long time capo.
- Once disguised, get on the PCJ 600 motorbike and head over to the marker.
- Upon your arrival, Frankie will get on a motorcycle and immediately flee. The main challenge is maintaining control of the motorcycle, while keeping up with Frankie as he takes some very unexpected turns and alley. Be patient and drive conservatively around corners, keeping a close eye on the radar to see where he's heading next. On straightaways, close in to a decent distance and open fire.
- Try to aim for his tires, to force a crash so he finds it necessary to take off on foot. Once off the bike, Frankie is a sitting duck. Stay on your bike and kill him.
- **Award:** \$9,250

GERRY MCREARY'S MISSIONS

I'LL TAKE HER

Although you're technically supposed to drive your kidnappee towards the coast so she doesn't get nervous, it isn't really that important - as soon as you crash or do something crazy in the car, you'll spook her and you can get on with the kidnap. Don't go too fast - she'll grab the wheel or slap you, making you swerve, and if you're travelling at speed you'll collide with something and trash the car. Keep it steady and brake every time she goes nuts - after five or six, Niko will knock her unconscious, letting you tackle the freeway drive in peace. Just don't forget to pay the tolls.

Talk to Gerry, and he'll ask you to call Packie. Packie will tell you the plan. Head over to an internet cafe and click on "autos" and view cars. You'll then get the woman's number in your cell phone, she's listed as "mob daughter". You can call her between 08:00 and 21:00.

When you test drive the car, she'll freak out if you have an accident. Drive to the safehouse, but she'll grab the wheel and make it hard on you. By completing this mission you'll get the achievement "Gracefully Taken".

Sometime later Packie will call you and ask you to take a photo of her. Drive to safehouse, indicated on your map with a stick figure, and take a picture with your phone.

- During a visit with Gerry in the correctional facility, he asks you to call Packie. Packie tells you to kidnap Gracie, a rival mobster's daughter.
- Her phone number can be accessed at the internet cafe in a car ad she has posted. Click on "autos" and view cars. Gracie is listed in the computer as "mob daughter." Her number will then be in your cell phone. You can call her between 08:00 and 21:00 to arrange to go to her house and take the car for a "test drive."
- At a certain point during the test drive, Gracie will determine that you are kidnapping her. She will resist violently, grabbing the steering wheel and trying to flip the car. The main challenge in this mission is maintaining control of the car.
- Try to stay in the middle of the road, so if she veers the car off to one side you have time to resist before the car hits a wall and flips.
- Once you make it to the safehouse with Gracie, the mission ends and you will get the achievement "Gracefully Taken".
- Packie will call and ask you to take a photo of her. Drive to the safehouse, indicated on your map with a stick figure, and take a picture with your phone.
- **Award:** \$9,500

GERRY MCREARY'S MISSIONS

SHE'S A KEEPER

You can't afford to switch cars in this mission because Gracie'll die - so focus on avoiding the Ancellotis rather than shooting it out with them. As always, zigzagging is your friend - once they're all gone, just cruise on home.

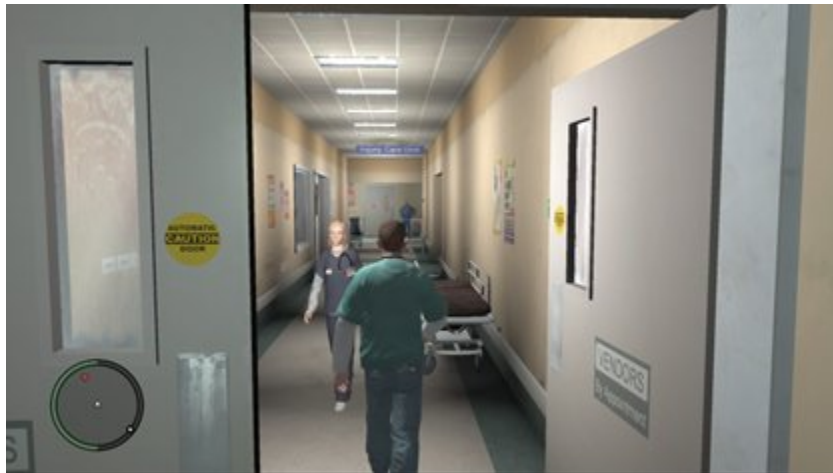
Gerry can't speak freely because prison officials are listening. He wants you to move Gracie (the mob boss's daughter) because people have found out where she is. Head over to the safehouse. When you get her in the car, you'll be attacked by several cars. Try not to damage your car too much, it may kill Gracie. Drive to the new location and you'll complete the mission.

- You visit Gerry in Prison. He plays dumb in front of the guards, making sure the guards who are listening in won't know what he's "really" talking about.
- He needs you to go to the the safehouse(marked on your map) where the mob bosses daughter Gracie is held up at. After Gordon puts her in the trunk, drive to the new safehouse over at Boleyn Street. As soon as you get onto the main street again, you get ambushed by some cars. Get to the safehouse as quickly as you can, while trying to avoid gun fire from those enemy cars. After you get to the safehouse, the mission ends.
- **Note:** Try not to damage the car too much or else Gracie will die.
- **Award:** \$9,750

JIMMY PEGORINO'S MISSIONS

FLATLINE

The important thing here is not to pull a gun - if you do, it's an instant two-star wanted level. Head for the ER and shoot Anthony's bodyguard, then Anthony. This makes the police arrive, but they'll leave their cars out front, so shoot a path through and grab a motor to get out. If you're running low on health, there's a Sprunk machine in the lobby that you can use for top ups.



The hospital is within walking distance, but you'll want a car out front so you can make a get away. If you enter with weapons drawn, you'll be attacked. Go inside and make a right. Inside the locker room are some scrubs you can change into. With these on you can walk right into Anthony's room. Walk up to the machine next to his bed and hold the left shoulder button to unplug it. Quickly walk away, and when a two star wanted level goes up, run out of the hospital and into your waiting car.

- You will need to kill a rat by the name of Anthony, Pegorino's personal bodyguard.
- Get in the car and head to Westside Memorial Hospital. Before entering, put your weapons away. Start moving towards the marker (ER). As you get closer, you will see some guards outside Anthony's room. Take out the machine gun, rush in and kill them.
- Once they are eliminated, kill Anthony.
- Take care of any cops who show up.
- Return to the hospital main entrance and leave ASAP. You now have three stars and more cops will begin arriving. Get in the car and lose the cops that follow. Once you've successfully lost the cops, the mission ends successfully.

PATRICK McREARY'S MISSIONS

THREE LEAF CLOVER

This is one of the toughest missions in the game - and the longest. Don't get bogged down killing cops - you need to avoid taking damage and pop the guys marked in red on the radar to clear a path. Don't stay in open spaces because you'll get shot, and grab the medipack as you head into the tube station. Make sure you get a big four-door when it's time to run - you're going to have to run four police roadblocks so you need something chunky. You can get loads of distance on the bridge, but as soon as you hit the off-ramp, veer right and towards the tree-lined park - here it's pretty easy to lose the cops because they're terrible at off-roading. If you break your car but you've got rid of police attention, you can call a cab to get you back to the safe house - it's much less risky than trying to steal a car.



You'll need a four door car for this mission. You'll also want body armor, there are 2 gun stores on the way to the bank where you can stop off and get some. Head into the bank and watch the first scene. Then head into the vault and grab the cash. You'll then see another scene. You'll have to shoot your way out of the bank, and out of the area. In each area, you'll see a message that you need to clear out the cops before you can proceed. Keep shooting until all the red dots on your mini-map and gone. Then move up with your two partners. If you accidentally kill one of them, the mission will end. If you choose to use grenades, make sure you know where your teammates are before you throw. You'll get to a scene with a helicopter, and you'll run into the subway. Fight your way through until you get to the track. Run down the tracks, but watch out for the train. If it comes, stand on the other track. Go to the marker and up the stairs. You'll find a car parked nearby that you can steal. Hop in and shake your four star wanted level.

Gerald (Gerry) McReary will call you after this mission.

- This is a very hard, long mission, but well worth it. Upon successful completion, you will be awarded \$250,000 and full access to the entire island (Full Exploration Achievement).

PATRICK McCREARY'S MISSIONS

- Meet Packie, his brothers Derrick and Gerry, and a friend named Michael for drinks. All four of them need to be taken to the Southern Algonquin branch of the Bank of Liberty
- Go to the bank and watch the first scene. When the bomb triggers, make your way downstairs and grab the money. There are no enemies to consider at this point.
- After the next cutscene, you need to make your getaway. Stay partially inside the bank, hidden. Kill as many cops as you can from this vantage point, aiming primarily for the cop cars. Once they have taken sufficient fire, they will explode and take multiple enemies at one time.
- Follow Derrick and Packie into the alley, and take cover immediately behind the trash can to the right. From here, you should be able to take out each of the cops in the alley, sequentially. Aim first for those closest to you, and then the ones further and further away.
- **TIP:** In this mission, it is critical that you go for "headshots" on each kill. This can drastically lower the amount of time you'll spend killing each cop.
- Follow Derrick and Packie to each of the separate sequences. When you enter a new sequence, take cover immediately: aim for the cops nearest, then furthest away.
- You'll eventually come to a spot where you proceed into the subway. Continue cautiously down the stairs and around the corners, as you'll encounter a few cops along the way.
- When you get to the next opening, come out into the open, but stay crouched. From here, you should be able to take out the cops hiding behind the pillars with some well-aimed headshots. Follow Derrick and Packie down the stairs and to the right.
- Once at the subway landing, head to the furthest pillar for cover, and kill the cops on the other side of the tracks.
- Next, you need to follow Derrick and Packie into the subway tunnel. Run about 20 steps, turn and unload on all of the cops pouring into the tunnel. You should be far enough away to minimize the damage they can do, while taking them out safely. Run down the subway tunnel, and head up into the service exit on the right.
- **TIP:** When entering the service exit, make an immediate right, and go down the short hallway. There is a (very much needed) health packet on the wall on the right.
- When out in the open, make a beeline for the four-door van parked on right side of the street and get in.
- Now it's time for your getaway. Follow the yellow path. It will lead you over the bridge. Bash through the cop barricades on the way.

PATRICK MCREARY'S MISSIONS

- Try to avoid hitting anything, including cops to ensure that the van does not explode in the midst of the getaway.
- Upon arrival at Packie's, you need to lose your wanted level. Open the map, and find the nearest "pay and spray" to end the mission. Dodge cops on the way so they don't see you enter.
- **Award:** \$250,000

PATRICK MCREARY'S MISSIONS

STORY MISSION

UNDERTAKER

- *You will need to wear a suit for this mission. Either change or purchase one at Perseus.*
- *Packie calls after you have killed either Frank or Derrick, and wants you to come to the funeral. The funeral soon turns into an assassination attempt by the rival gang of Albanians. They pull up in cars outside the church and immediately duck and cover behind the car right in front of you.*
- *You should be able to eliminate them one by one from across the street. Do so quickly, making liberal use of head shots, since two more cars of Albanians will pull up after a short time. When they do, they will be in nearly point-blank range, so take them out quickly.*
- *The next sequence has you driving the hearse with Packie to the graveyard, while the Albanians give chase, shooting at you. The back door of the hearse is blown off: if you are driving recklessly, the casket will fall out of the hearse. Drive moderately and take turns slowly. When you arrive at the graveyard the mission ends.*

This is a massive shootout at the church - keep an eye on Packie, and take cover behind the hearse as you roll grenades under the Albanians' cars. Shoot the dudes. When you get in the hearse to drive to the cemetery, don't drift around the corners or you'll lose the coffin.

Packie will call you and invite you to Frank or Derrick's funeral. You must be wearing a suit, and dress shoes.

This being GTA, of course the funeral will get interrupted by a rival gang. Take out the first carload of thugs, and two more cars will arrive. Try to blow up the cars before they can get out. Then a few more will come out the alley. When all the attackers are dead, hop into the hearse and drive the body to the cemetery. You'll be attacked by car, and the back door to the hearse will fall off. Drive carefully, or the coffin will roll out the back.

PATRICK McCREARY'S MISSIONS

SMACKDOWN

Tricky one, this. When you find Bucky, follow him through the back alleys to his house. Now you've got two options. You can stay at a distance and work your way in slowly, shooting the guy on the porch and then taking cover outside the door - but that'll alert the police, and there's a risk that they'll shoot you in the back. The other option is to do things quick - ram your car into the house and try to take out a couple of Bucky's boys before they get inside, then dash in and take cover behind the sofa to shoot the rest. The last man'll be hiding at the top of the stairs with a shotgun, so be careful about popping him. There's nothing you can do about the police turning up, but that can work to your advantage - if they get drawn into a firefight, they might finish off Bucky's boys for you. Whatever happens, leave via the back door and circle around to the right to find one of the getaway cars parked in the yard.



Packie calls you with this mission. Meet Derrick in the park. He'll ask you to find a cop car. There is a pigeon near the starting location. You can see it in the background of the cutscene.

There are a pair of cop cars parked at the corner. Hop on the computer and search for Bucky Sligo. His hangout is listed as the Burger Shot in Alderney. Be sure you select "locate" so your GPS will take you to the Burger Shot. Head over there with the cop car and park at the marker. Be sure the car is facing out. Bucky will show up, then drive away. Chase him. He doesn't go fast, but he does go through backyards and alleys. Follow him until he gets to his house. Once there, kill him, then all the guys in the house. Exit by the back door, and shake your wanted level.

PATRICK McCREARY'S MISSIONS

- Meet Derrick in the park, at Packie's request. He wants you to kill Bucky Sligo, in Alderney.
- To locate Bucky, you will need access to a police computer.
- Find an unattended cop car around the corner. Get in and use the computer to look up "Bucky Sligo". I located him at a burger joint in Alderney.
- Keep the cop car and head over to the burger joint. When Buckey sees you, he'll flee, leading you back to his house for backup from his "crew". He's fast, so stay with him.
- When you get to the house, use **LB** while you are still in the car to quickly take out Buckie on his way into the house. He should be an easy target if you've stayed with him the whole way over.
- Then get out of the cop car and run immediately to croch at the back of the car. From here, you should be able to take out all of the enemies in front of the house.
- When you enter the house, there will be two enemies waiting for you. Take them out and head upstairs, where the final enemy is. Once you've killed him, you'll need to lose your two-star wanted level. Either gun it on a straightaway or play it safe and head to the "pay and spray". Use Buckie's car when you escape, since cop cars cannot access "pay and sprays".
- **Award:** \$6,500

JIMMY PEGORINO'S MISSIONS

PEGORINO'S PRIDE

Note: Before you can get the mission from Jimmy Pegorino, you must buy a new suit and shoes.



You'll want to wear a suit to get into this mission. The sniping's relatively easy - just start shooting as soon as the guys run in from the back. Keep your distance as much as possible as you make your way into the building, and shoot as many people as possible from as far away as possible - you can pop the lookouts on the stairway and in the window from miles away with the sniper rifle, saving you from making a dash across open ground. Once you get to the building, stay in cover and shoot as many people as you can before you go inside, paying special attention to the guys coming from the doorway on the right. Once you go a certain distance into the building you'll be told to get to Pegorino before he dies - run, because you've only got about thirty seconds to get to him. A bulletproof vest really helps out in this mission, because you don't want to be worrying about your own health. Then it's a simple car chase to clean up the final few guys.

- *Once situated, get in the car and wait for Jimmy Pegorino. Drive to the Old Refinery with him. Upon your arrival, Marco provides you with a combat sniper rifle.*
- *Enter the building and head upstairs to the Vantage Point (yellow dot on the map). When you get there, watch over the meeting by zooming in with your sniper rifle. Watch Pegorino's back while the deal goes down.*
- *A minute later, he is ambushed by a Pavanos' hit man and all hell breaks loose. Take out the hit man, focus on the guys in the back, then shoot anyone with a red arrow over their heads while you continue to protect Mr. Pegorino.*

JIMMY PEGORINO'S MISSIONS

- *When they are all dead, go back downstairs and look for other Pavanos'. After you find and rescue Pegorino, get him safely in the car. More enemies arrive. Go after them to retrieve the offering. Drive after the main car. Ignore the two other cars that show up. When their car crashes and the Pavanos' exit the vehicle, kill them.*
- *Get the offering and return to the car. Drive Pegorino home to complete the mission.*
- **Award:** \$10,500

Get in the car and drive to the location. If you don't already have a combat sniper rifle, you'll get one automatically. The entrance to the building is near the car, head inside and go up the stairs. Watch over the meeting. A hit man will appear behind Pegorino. Take him out, then shoot anybody with a red arrow over their heads. When they're all dead, head down there and protect Mr. Pegorino. Hop into his car, and chase the car that's getting away. When it crashes, hop out and kill the guys that get out. There is a first aid kit at the top of the stairs near the crashed car. When you've killed the last one, grab the bag, and drive Pegorino home.

JIMMY PEGORINO'S MISSIONS

PAYBACK

Drive to the diner. When you get there, make sure you have a good car, and that you stop pointing north. When you see the guys take off, follow them. When they crash into the car dealership, take them out with a rocket launcher or other powerful weapon.

- Get in a good car and drive to the diner. You'll see two of the Pavanos' meeting. One spots you and tells the other to lose you in a car chase. Give chase, following as closely as possible. Track him to an Auto Repair shop. The Pavanos' begin shooting. Blow up the two cars with a rocket launcher, killing everyone in the area. If cops appear, escape from them and return to kill the remaining Pavanos' to end the mission.

Phil's missions

TRUCK HUSTLE

This one's a simple matter of shooting absolutely everyone before you even try to make it onto the truck. After you sprint to the truck and grab the back, just pull back on the stick to hang on at the corners.



- *our goal is to steal the truck. Stay crouched behind the car, and take well-timed shots from a safe distance.*
- **Tip:** *This is a perfect opportunity to use grenades on the enemies surrounding the truck. They are grouped closely together and are a fair distance away.*
- *Once all of the enemies are eliminated, a cutscene will occur. Rapidly push **A** to jump onto the roof of the truck.*
- *Once on top of the truck, use **L** to keep your balance when the truck goes around turns. For example, when the truck turns left, push **L** left and hold it to avoid falling. When the truck is going straight push **L** forward continuously to try and get as close as you can to the front before the next turn. Stop a few seconds prior to each turn to help keep your balance. If you go forward inch by inch, you will get there in due time.*
- **Award:** \$11,000

Head over to the marker. When you get there, you'll see a truck, and a large group of gang members. If you don't start shooting, they will after a little while. Take them out and fight your way forward. Keep an eye on the truck, because someone will hop inside it, and start to drive away. You'll notice a marker behind the truck. Run to that marker, and Niko will jump on the back. You'll have to climb to the front of the truck. Hold on during the turns, and move forward during the straight-aways. When you get to the

Phil's missions

front, you'll take over the truck. Drive it to the old mansion, and you'll complete the mission. There is a dirtbike you can use to leave the area.

If you block the truck in, or overturn it, or otherwise stop it, the truck will explode. The only way to recover it is to get on the back.

Phil's missions

CATCH THE WAVE

Once the shooting starts in this mission, hide behind the truck to shoot the mobsters, then stay between Phil and the boats once you're on the water. All you have to do is stay alive and between Phil, and eventually you'll 'lose' the other boats. Simple.



Hop in the car provided and drive over to the truck. Then head over to the meeting point on Charge Island. Although the truck seems pointless, you'll have to arrive in the truck or you'll fail the mission. You'll have to assault the boatyard and kill everyone there.

The problem is, Phil goes with you and has a habit of charging into enemy fire. If he dies, you'll fail the mission. The key to keeping him alive is to take out to kill all the enemies up front except one. As soon as all the close enemies are dead Phil will move forward, but if one is alive he'll hold his position. This lets you take out the enemies in the back, so Phil doesn't charge in and kill himself.

Watch out for the explosive barrels inside the boatyard. For this reason, driving the truck into the building isn't recommended.

When you get to the other side of the building, Phil will hop into a boat, so you should hop in the other. Phil will take off, so pull into position about four boat lengths behind him. You'll be attacked by two speedboats, so shoot the driver before he can harm Phil. You don't have to stop both boats, they'll give up after you get far enough away.

- Take the car and head to the overpass at Catskill Avenue to get the truck.

Phil's missions

- Go to the docks in the truck and try to trick them into loading it with cocaine. They will be suspicious when you arrive and start shooting at you. Stay in the truck, continuing to take out a few of the enemies.
- Get out of the truck and take out a few more with the sniper rifle.
- Head inside the warehouse, but be careful as you enter, since there will be more enemies hiding on the catwalks. Keep track of Phil Bell and protect him. If he dies, you fail the mission.
- Once all of the enemies are dead, pilot one of the boats while Bell pilots the other. Continue to protect him. Two enemy boats appear that you need to destroy. When the enemies are dead, follow Bell to the drop-off point. Get off the boat. Bell will thank you, indicating that the mission has been completed successfully.
- **Award:** \$7,500

Phil's missions

TRESPASS

Phil gives you two options here, but the best one is to head around the back and shoot your way up the building. It's best to take a rocket launcher on this mission so you can take out the chopper easily, but a few clips of carbine ammo will do the job just as well.

Hop in your car and head to the old factory near Port Tutor. You can enter through the door, or through the sewer. It doesn't make much of a difference; it only matters for the first two enemies. The hard part of this mission is you're going up ramps and stairs into rooms, which is a hard tactical position. There is some body armor on the second floor. On the third floor you'll get to what looks like a dead end. Jump out the window to continue forward. There is a first aid kit on the roof. Cross the covered bridge to the other building, then head back over the second. Climb up the ladder and you'll end up on a roof with some smoke stacks. At the far end is another ladder, but before you go up, pull out your RPG. Climb up and you'll see a helicopter show up. Shoot it down with your RPG. You can get down by climbing down the ladders to the bridges, then jumping down to the metal shed below them.

- You need to kill Chubby Charlie before he rats you out to the commission about stealing cocaine from the Russians.
- Meet up with Phil Bell. Get in the car and head to the old Sprunk Factory at Port Tudor.
- Enter the back or the front (via the basement) to locate Chubby Charlie.
- One way to enter is through the basement. Take out your sniper rifle and start blasting any enemies. Head inside and begin your search for Chubby Charlie. Go up the stairs until you are fired at. You need to head towards the red arrow on the map. Watch for enemies. Many are scattered throughout the area.
- Continue up the stairs. Charlie will start running as soon as he spots you. Chase him onto the roof, dealing with miscellaneous enemies as you go. Climb the ladders and continue your pursuit. A helicopter appears and Charlie jumps for it. While he attempts to climb into the chopper, shoot him so that he falls. If you have the rocket launcher, this would be a good time to shoot down the helicopter and end the mission.
-

Phil's missions

TO LIVE AND DIE IN ALDERNEY

Things go wrong as soon as you get to Frankie's house in this mission, so be ready to get driving. You'll need to follow Phil's car - shoot at the cops if you want - until it's time to do a runner on foot. Don't worry if Frankie gets hit, because it doesn't seem to matter too much if he dies. The main thing is to lose the cops, which is easiest to do by going through people's back gardens until you cut off their line of sight.

Head over to the abandoned mansion. When you pick up the cars, the feds will arrive. Follow Phil as the cops chase you. All you have to do is keep up with Phil. Eventually Phil will call you and tell you he's ditching the cars. He'll stop in an alley, and when you stop next to him you'll have to defend yourself against the police. Several cars will pull up, and the last one is a NOOSE truck. When that's taken care of, follow Phil across the street to the van that's waiting. You'll have to lose your three star wanted level, and the van isn't the best getaway vehicle. Look for straight roads (the van doesn't turn well) or the local Pay'n'Spray.

- *Note: If you are caught in an illegal act by the cops, lose them prior to continuing the mission.*
- Get in the car with Phil Bell and head to Beaverville Avenue in Westdyke to pick up heroin from Phil's nephew, Frankie. Upon meeting Frankie, he opens the trunk of his car to show you its contents. A few minutes later, the Feds are on the scene.
- Follow Phil Bell in your car, tracking where he is headed. You need to take care of the Feds before they take care of Bell.
- Ditch the cars in an alley, taking the heroin with you. Kill the Feds quickly, while protecting Bell and Frankie.
- Blow up the chopper that begins attacking with a rocket launcher.
- Get in the van with Phil to lose the cops. Once they have been ditched, take Bell to the safehouse to complete the mission.

chapter V



jahnoodles

JIMMY PEGORINO'S MISSIONS

PEST CONTROL

- *Tip: Purchase a rocket launcher before this mission assignment. It will come in handy.*
- *Meet with Jimmy Pegorino to discuss "things." He asks you to leave and await his phone call.*
- *Pegorino calls to ask you to kill Ray, a snitch.*
- *Track him to East Holland and wait for him and his three bodyguards to get in a car. Follow them to a gas station and wait for them to gas up. When you start shooting at them, they will try to escape. The easiest way to successfully complete the mission is to use a rocket launcher from a distance to blow them up.*
- *Note: If Ray gets to a chop shop before you kill him, you fail the mission.*

H Jimmy tells you he's going to ask you to kill either Ray or Phil. He'll call you later and tell you to take out Ray. He and his body guards will get into cars and drive away. Follow them until they stop at a gas station. Take them out, the RPG makes this easy. Ray is in the front car, and it's best to hit it before everyone gets out. If you miss Ray will hop in his car and drive drive across the East Borough Bridge. The best place to hit them from is the street on the east side of the gas station. Since you know they're going to stop, you can speed ahead of them and wait for them to come to you.

UL PAPER MISSIONS

THAT SPECIAL SOMEONE

UL Paper will call telling you that Darko is in the country. Niko will call Roman, and he'll want to go along. Go to Firefly island and pick him up. Then head over to the airport. After watching the scene, you'll have a choice: you can kill Darko, or let him live.

- *At the end of the last mission, "Liquidize the Assets", call Jon Gravelli to let him know that the "van job" is complete. Mr. Gravelli says he is glad to help with your current issue (Darko). He says he will call you on the matter as soon as Darko Brevic arrives in the country.*
- *You and your cousin Roman must drive to a location to meet Darko Brevic, a childhood friend.*
- *Once you arrive at the destination (marked on your map), a cutscene follows where a van drives by, stops and Darko is thrown out by someone who appears to be a Fed. The van drives off.*
- *Niko confronts Darko about his betrayal of their friendship after so many years. Darko killed Niko's friends and now he must pay. Continue to watch the cutscene until the very end, at which time you will have two options:*
 1. *Extract revenge and kill him*
 2. *Let him go*
- *We decided to kill him.*
- *Take Roman to Bruce's house and the mission is complete.*
- *Achievement Unlocked: That Special Someone*

JIMMY PEGORINO'S MISSIONS

ONE LAST THING

- *You relax at a bar, when Mr. Pegarino shows up. He wants you to get some heroin for him that he can sell to a buyer some Russians know. The problem is is that Niko will have to work with someone that he has bad history with, Dimitri Rascalov.*
- *At this point the story splits into two missions, one that will evolve around making a lot of money and the other getting revenge. It's up to you to decide which path you want to take. We've decided to get revenge.*

Jimmy asks Niko to do a deal with Dimitri. Niko will talk to both Kate and Roman. Kate says not to do the deal, Roman says to do it. The choice is up to you, and you make this decision by going to either the deal location (the green dollar sign on your map) or the revenge location (red dagger).

THE END

A DISH SERVED COLD

But you don't want to do that, do you? Nah, revenge is much sweeter, so it's off to Dimitri's tanker to finally flush the traitor out. This ship is literally crawling with machinegun and shotgun-toting grunts, so take advantage of the crane that's located right next to the boarding plank. Take down the nearest guards from above with your AK, before switching to sniper rifle and eliminating every enemy in sight. Be sure to look carefully; the more you can pick off at this stage, the less there'll be to worry about onboard. Once you're on the ship tread carefully; it's not uncommon to have left a foe slip through the net, and if they catch you unawares Niko's history. Work your way through to the bridge before activating the opening of the bow doors. This'll trigger another wave of baddies, so remember to seek cover and - above all - take your time. After you've reached the interior of the hull, wipe out the goons protecting Dimitri before taking him down with grenades from cover. Dimitri can take a lot of punishment, so be careful. After he's been incapacitated, enjoy the sweet satisfaction of kneecapping him before popping a cap in his sorry head. Phew, only one more mission remains!



The road to the west is a great sniper position to take out the numerous guards on the boat deck. Go on to the boat and go to the front. On the top of the super structure is a good sniper spot for the remaining enemies on the deck, and there is some body armor here. The entrance to the bridge is on the front of the super structure on the back, below the giant "No Smoking" sign. Take out the guys on the first floor and head up the stairs. There are three guys held up in the hallway at the top. The second room on the right has body armor. Go outside on to the walkway, there are six more guys on the walkway around the corner. Take the stairs up to the bridge and activate the controls. There is some body armor on the bridge. You'll have to fight your way back down. Head over to the open cargo hatch. Try to take out as many enemies as you can before you jump down. When you do jump, aim for the pile of boards, it's tall enough that you won't take damage. There is a first aid kit in the southwest corner of the hold. When you get to the center of the hold, you'll see a scene. When you get control, you'll instantly be ambushed by several bad

THE END

guys. Take cover and take them out. Then shoot Dimitri. You can now use the door at the rear of the hold to exit the boat. There are no more enemies.

Later Phil will call to tell you that the Pegorino family has fallen apart, and that he can't speak to you anymore. At 8:00 the next morning, Niko will call Kate and ask her to go with him to Roman's wedding. You'll have two hours to pick her up and get her to the wedding.

- Dimitri is on the ship, supervising a shipment. It's time to take him out.
- Get to the bridge in order to open the doors to the cargo hold. Use the truck to ram and kill some of the enemies in front of the ship. Then, get out of the truck and keep your distance, killing the remaining enemies.
- **Tip:** It can be a good idea at this point to use the sniper rifle to pick off a few enemies standing in windows inside the ship. They can't hit you, and they are sitting ducks.
- Once the coast is clear, head cautiously up the steps into the ship.
- Stay right at the top of the steps, and fire to the left. There are a few enemies behind the boxes there. Crouch behind the boxes for cover as you do so.
- **Tip:** Use the sniper rifle at this point to pick off some of the enemies further away down the ship. Again, they are too far away to damage you and the sniper rifle is a good weapon for this.
- Proceed onward. The enemies in this area are few and far between, but they jump out suddenly, so be cautious.
- Keep walking towards the big "No Smoking" sign on the bridge of the ship. When you get to the door of the ship, watch out for remaining enemies to the right of the door waiting to shoot you.
- **Tip:** You may want to throw a grenade into the first room of the bridge, from outside. It's an easy kill.
- **Tip:** In the first room of the bridge, there is a health packet on the table. Grab it.
- Make your way through the halls of the ship. Stay hidden behind doorways.
- **Tip:** In one of the rooms off the hall, there is Body Armor. Get this without question.
- When you go back outside, on the second floor, watch above you. There is an enemy who will fire straight down at you.

THE END

- Head into the control room, and operate the controls to open the cargo bay doors. When you leave the control room there will be more enemies out on the ship deck. Eliminate them from the second floor.
- Make your way back through the ship halls, where you got the armor before.
- **Tip:** If you need it, the health will have reappeared on the table in the ship's bridge.
- The mission ends successfully when Dimitri has been executed.

THE END

OUT OF COMMISSION

At the wedding, Pegorino will kill Katie. The next day, you'll get a call from Jacob, asking you to meet him. When you get there, hop in his car, and follow the goons back to Pegorino. They'll end up going the wrong way on the freeway, but you can stay in the right hand lane until the freeway turns east. Follow them to the old casino at the northern end of Alderneny. There you'll have to fight a bunch of enemies out front. Back up a little, take cover against the wall and use your sniper rifle. Ahead and to your left is a retaining wall that makes excellent cover when you move up. Head into the casino. Inside the first room are some stairs to the left of the door; there is a first aid kit there.

When you head into the next room, you'll see Pegorino. He'll run up the stairs. There are two guys on the roof on the other side of the door. Climb down the ladder and take out the guys along the walkway. Pegorino will escape on a boat, but there is a dirtbike at the bottom of the stairs you can use to chase him. There isn't anything you can do to prevent this chase. If you blow up the boat with the RPG, it will respawn. You also can't hit Pegorino at this time.

You'll need to get on the bike quickly and start down the beach. You don't need to go that fast, so concentrate on not falling off. You'll come to a jump, with a yellow marker on it. You don't have to be going really fast, the most important thing is that you hit the jump.

You'll end up flying the helicopter. Chase down the boat and do your best to shoot it with the helicopter's miniguns. You'll have to keep moving and dodging because he has a rocket launcher he will shoot at you. You'll take at least one hit, but concentrate on just not crashing, and avoiding fire. When you reach the Island of Happiness, you'll see a scene and Niko will land the helicopter. Chase Pegorino on foot up the pier, and watch for the guy shooting at you. Pegorino will be waiting for at the base of the statue. Shoot him, and watch the final cut scene.

- Pull up to the old Casino with Little Jacob and Roman. Your mission is to take down Jimmy Pegorino.
- Stay crouched and hidden behind the car, auto-aiming and eliminating as many of the enemies in the open area in front of the casino as possible.
- **Tip:** This is a good opportunity to use the rocket launcher, as there are quite a few enemies within a fairly closed-in space.
- Once you've picked off a few of the enemies, move onto the ridge on the left. You may have to throw a grenade down into the large group of enemies. Move slowly across the ridge, taking out enemies as you go.
- As you approach the door to the Casino, it is best to hover around the entrance, taking out the enemies inside from a safe distance.

THE END

- Move into the casino. Stay back near the door, and take out the enemies across the room.
- **Tip:** There is a health packet on the left wall of the old Casino.
- When you move to the next room, a cutscene occurs. Continue to chase Jimmy. Run outside and quickly kill the two enemies in front of you. This is a dangerous segment because they are very close to you, and can eat up your health if you're not careful.
- Continue to follow Jimmy. He will get into a boat, and you'll chase him in a motorcycle. Keep up with him, but take care not to hit the rocks by the water. Keep gunning it until you hit the ramp, triggering the next cutscene where you jump up into the helicopter.
- Once in the helicopter, continue to chase Jimmy. Stay close, dodging and weaving the helicopter as you go left to right, to avoid the missiles he shoots at you.
- Another cutscene occurs, with Jimmy getting out of the boat. When you run after Jimmy on the pier, there will just be two enemies left. Take them out as you run, chase Jimmy into the trees, and the final cutscene occurs. Congrats on beating the game!

THE END

FINALE

He's hardly a contender for the Biggest Bad Guy in GTA IV, but that doesn't stop paranoid mentalist Jimmy Pegorino from deciding he wants Niko dead after the Dimitri debacle. Niko feels likewise, so he, Little Jacob and Packie tear across Liberty City to dish out a final dose of justice. Pegorino's holed up inside an abandoned pier building, but instead of going for a direct all-out assault, slip around the back by the pier and up onto the roof via a handy ladder. Pick all the goons off from your handy vantage point with your AK, before dropping down onto floor level and clearing out the rest of the building by nipping in through the now unguarded front door. Pegorino's making a break for it, so chase him down the pier - taking out any remaining stragglers with extreme prejudice.



Drat, he's got a boat! Never mind, snag the nearby trial bike and hair down the beach in hot pursuit. After a few minutes, you'll see a ramp pointing out to sea. Gun it and tear off the ramp - Niko will grab hold of a handy chopper piloted by his pals. Suspend your disbelief for a moment, because this next bit is tricky. Your mates tell you to stay low to Pegorino as you tail him, but since he's blasting rockets at you that means less dodging time - so keep nice and high so you've got ample time to maneuver. After a period of sustained pelting with your minigun, Pegorino's mashed up boat docks at Happiness Island where Niko finally has the chance to end his particular Liberty City story. Sadly, for Niko, it'll come at a hefty personal price.

Finale, take 2

But wait, did you pick money over revenge? If so, then things will unfold slightly differently. This version of the mission is pretty much identical to the one we just went through - except that, when Dimitri (not Pegorino) makes a break for it, he'll scamper over the roof to a waiting helicopter. Once the cutscene plays out, immediately swim to the nearest boat and start chasing the bastard, dodging the rockets that he'll lob your way. Finally, a friendly chopper will roar in and hover low over the water for a few seconds; in that time, you'll need to pull in underneath it,

THE END

which is no easy task. We had a lot of trouble with this one, but found that if you come in from the chopper's right - thereby avoiding some of the wake it tosses up - it's slightly more feasible. Once you're in control of the chopper, tail your enemy and pelt him with minigun fire until you both crash-land on Happiness Island. After that, it's all a matter of chasing the traitor down and delivering one final dis in the form of a hail of bullets.

MI CHELLE DATES

1. Food: Diners, pizza
2. Bars: Steinway Beer Garden, Lucky Winkles
3. Activities: Darts, pool
4. Shows: Split Sides comedy
5. Clothes: Russian clothes, glasses and hats
6. Cars: Blista, Voodoo, Banshee, Merit, Roman's Cab



FIRST DATE

After the cut-scene, proceed to the carnival with Michelle. Follow the yellow line on your GPS to get to the carnival to Firefly island. After you get to the way point, Michelle's going want to go bowling instead since the carnival is closed.

Walk towards the nearby bowling alley marked on your GPS. Once you enter the alley, walk up to an empty lane to start bowling. Follow the directions to learn how to play this mini-game.



When you're done playing bowling, return to your car, and take Michelle home by following the yellow line on your GPS back to her house.

Use **L** to position yourself left to right in front of the bowling lane. Press **A** when you're ready to proceed to the next phase. To throw the ball, push **R** down and up, faster or slower depending on how hard to want to throw the ball. Use **R** to add an angle to the ball while its in the process of rolling down the lane. Press **Y** to check your score at any time. After the game, take Michelle home. At this point, you can now date Michelle. She will call you occasionally to arrange dates, or you can also call her to go on a date.

Second Date

- Michelle calls for a second date. Make your way to Michelle's house and pick her up. Remember you can always click a location on the map, and it will create a way-point and generate a route for you, highlighted in green.
- For the second date, we took Michelle to a bar, north of Michelle's house. To enter the bar, you have to enter in through the front entrance, through the archway facing the street. After you enter the bar and order drinks, the scene changes, and the date is over. You'll be very drunk, stumbling every which way. The controls become less responsive, and the screen gets blurry while you're drunk. Driving in this condition is challenging. Be careful not to wreck the car with Michelle inside.
- When we arrived at Michelle's house, we went ahead and pressed our luck. She turned Niko down, but did give him a kiss goodnight.

Third Date

- The the third date, we took Michelle out to a restaurant in town. When you arrive at the restaurant, the scene immediately changes to the end of the the date, and it's time to take Michelle home. When we arrived, we decided to press our luck yet again. This time Michelle cautiously agreed, triggering a cutscene: the camera pans around Michelle's house, while she moans and yells exclamations about how good of a talker you are.
- **Note:** This unlocked the Warm Coffee Achievement

Fourth Date

- For the fourth date, we took Michelle to the fast food restaurant. When the date ended, we pressed our luck again, and she accepted trigger a similar cutscene as before. It looks like at this point Michelle is starting to like and trust Niko.

Fifth Date

- For the fifth date, we took Michelle to play pool at the pool hall. This trigger the pool minigame. While playing, you use **L** to line the pool cue left to right, using the virtual path coordinator to help you. When ready, press **A** to proceed to the next part. You can press **X** to slow down the movement of the virtual path coordinator, to add finishing touches to your choice. When ready, press **R** up and down, faster or slower depending on how hard you want to hit the ball.
- Michelle ended up winning, but she is beatable. When we arrived back at her house, we pressed our luck and were successful yet again.

PIGEON LOCATION'S - BROKER



01 : : On the Beach

Borough	Broker
District	Firefly Island

Under a dock, on the beach at the far south corner of Broker.



PIGEON LOCATION'S - BROKER

02 : : Shinnecock Ave & Ketchum St

Borough	Broker
District	Beachgate

On the porch railing of the house just south of Ketchum.



03 : : James St

Borough	Broker
District	Firefly Projects

Atop a brick wall just off the street under the freeway.



04 : : Duke's Expressway Entrance

Borough	Broker
District	Firefly Projects

On the corner of a railing between the street at the buildings.



PIGEON LOCATION'S - BROKER

05 : : Duke's Expressway Ramp

Borough	Broker
District	Firefly Projects

At the base of the median between the two lanes of traffic.



06 : : Crockett Ave

Borough	Broker
District	Firefly Island

Sitting atop the highest part of the rollercoaster. Getting to the top seems impossible, so use a sniper rifle if you've got one.



07 : : Ferris Wheel

Borough	Broker
District	Firefly Island

On the upper part of the bottom of the large ferris wheels. We climbed on top of the building surrounding the base of the ferris wheel to view it from the top.



PIGEON LOCATION'S - BROKER

08 : : **Delaware Ave**

Borough	Broker
District	Firefly Island

On top of the arches behind the gazebo overlooking the beach. If you're facing away from the beach, the pigeon is on the left.



09 : : **Delaware Ave & Bart St111**

Borough	Broker
District	Hove Beach

Sitting atop one of the poles coming out of the small dock on the water.



10 : : **Onondaga Ave & Codty St**

Borough	Broker
District	Hove Beach

At the top of a door, inside an alcove on the inside of the courtyard.

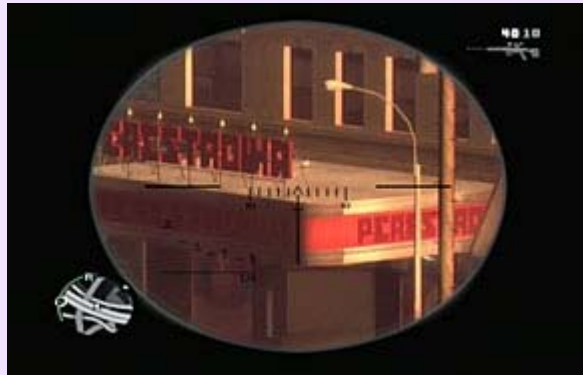


PIGEON LOCATION'S - BROKER

11 :: Tulsa St

Borough	Broker
District	Hove Beach

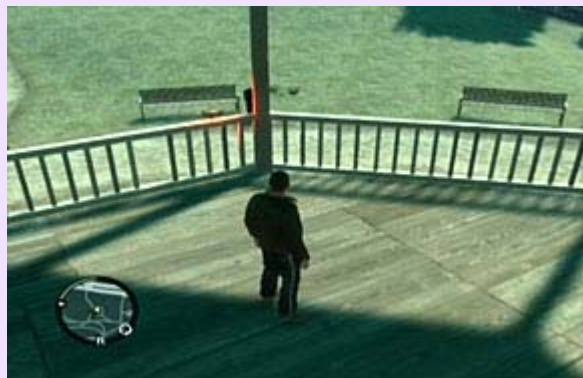
Sitting on top of the Perestroika awning. We sniped it from the freeway just south of Outlook Park.



12 :: Outlook Park

Borough	Broker
District	Outlook

Sitting on the railing of the gazebo in the park.



13 :: Cistco St & Delaware Ave

Borough	Broker
District	Hove Beach

On top of the easter side of the large "Broker Navy Yard" sign.



PIGEON LOCATION'S - BROKER

14 : : Mohanet Ave

Borough	Broker
District	East Hook

On top of a pipe that runs along the inside edge of the red building.



15 : : Mohegan Ave

Borough	Broker
District	South Slopes

Go into the alley behind the houses and climb on top of the metal-roofed shed. The pigeon is on a landing to the right.



16 : : Sundance Street & Canoy Ave

Borough	Broker
District	South Slopes

On the corner of the Jerk N Gizzada building.



PIGEON LOCATION'S - BROKER

17 : : Montauk Ave & Earp St

Borough	Broker
District	Downtown

On top of a green canopy structure, north side.



18 : : Mohanet Ave & Chicory St

Borough	Broker
District	Boabo

Enter an open garage door and look for the pigeon on the fire escape railing.



19 : : Cassidy St

Borough	Broker
District	Schottler

On the railing of an entryway to one of the houses right on the street.



PIGEON LOCATION'S - BROKER

20 : : **Wenrohrnon Ave & Cassidy St**

Borough	Broker
District	Beechwood City

On the lower part of the fire escape just off the street.



21 : : **Pancho St**

Borough	Broker
District	Beechwood City

At the base of the expressway wall, just south of the Burger Shot.



22 : : **Dukes Expressway & Montauk Ave**

Borough	Broker
District	Schottler

Under the center lanes of the expressway. You can go under the expressway and look up to spot the glowing pigeon.



CHEAT CODES

All you need to do in order to activate the following status boosts and spawn tricks is use Niko's mobile phone to call the related numbers. Though 360 achievement whores please note, cheats 1 - 4 will block the 'Cleaned The Mean Streets' achievement while 5 and 15 will do the same for 'Walk Free'.

- 1, Health And Weapons - GTA-555-0100
- 2, Weapons - GUN-555-0150
- 3, Advanced Weapons - GUN-555-0100
- 4, Health - DOC-555-0100
- 5, Wanted Level Down - COP-555-0100
- 6, Wanted Level Up - COP-555-0150
- 7, Climate Change - HOT-555-0100
- 8, Spawn Cognoscenti (Mafia Car) - CAR-555-0142



- 9, Spawn Sanchez (Dirt Bike) - MBK-555-0150



- 10, Spawn FBI Buffalo - CAR-555-0100

CHEAT CODES



11, Spawn Turismo - CAR-555-0147



12, Spawn NRG900 - MBK-555-0100

CHEAT CODES



13, Spawn Comet - CAR-555-0175



14, Spawn SuperGT - CAR-555-0168

CHEAT CODES



15, Spawn Police Chopper - FLY-555-0100



16, Spawn Jetmax (Boat) - WET-555-0100

Grand Theft Auto IV Unlockables

Unlockable Vehicles

Annihilator Helicopter - Kill all 200 Pigeons (Flying Rats)

Rastah Color Huntley SUV - Complete 10 Package Delivery missions

Grand Theft Auto IV Hints

Police Car Hints

If you get into any police car or swat truck (choppers don't work) press L1, and a data bank will come up with wanted people. You can search names and call for police backup. If you do, 3 police cars arrive. Make sure your car is stopped before trying this.

Get Desert Eagle Before You Can Buy It

The gun salesman in Broker has a D.E equipped. You can kill him and take it.

Fly Across The Map

Go to any gas station and make sure you have 2 cars under the roof of the gas pumps. Shoot the cars till both of them are on fire, and then stand back around 10-15 feet or car distance then shoot the nearest gas pump where the cars are nearest (make sure you are near the road). After you blow them up, you will be shot across the entire map... yes I'm aware you die but its funny as hell!

Advice For Escaping The Cops

If you have four stars or less, find a place with grass or sand. They will follow you in, but the usually cant get back out. Then drive away like nothing happened!

Free Emergency Vehicle

Remember when roman calls and says he is prank calling cops? Well, so can you. Pull out you phone and dial 911. A voice will come on and ask you, 1 = cops, 2 = ambulance, 3 = fire engine. Press the call button and wait for the car to come, then while they're looking around, sneak up and take the car.

Tired Of Typing In Cheats?

Tired of typing in every cheat you want to activate? Well, once you've used a cheat, it is stored in a separate menu on your phone. Simply press up on the D-Pad to open your phone, then go into the menu list & scroll down to the bottom. There should be a menu (second from bottom)

entitled "Cheats." It's a list of every cheat you have ever used in the game & to re-activate it, simply select the desired cheat.

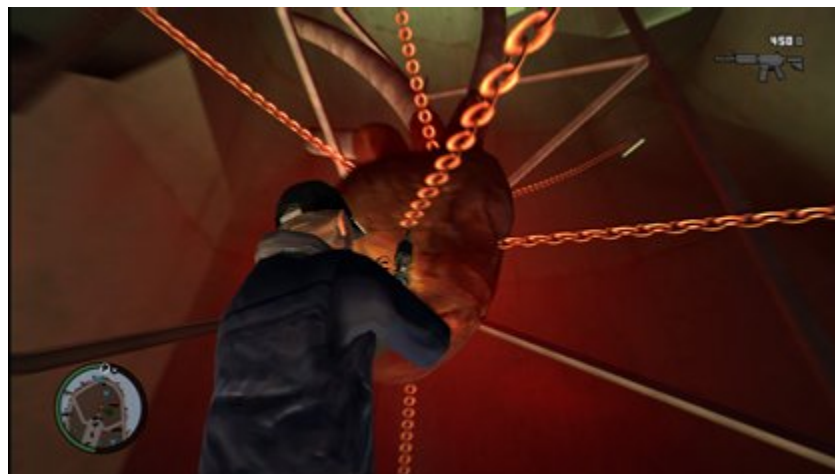
Grand Theft Auto IV Easter Eggs

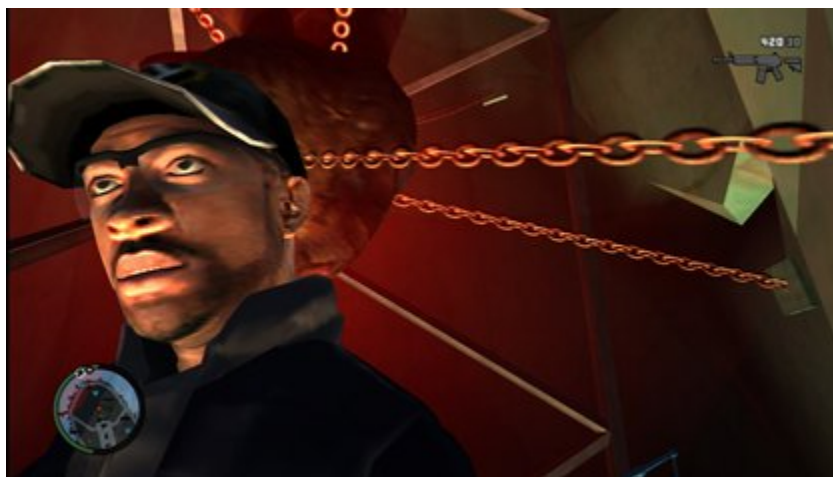
Heart of New York

Take a helicopter to the Statue of Happiness and look for a set of doors near the feet of the statue. Jump out of the helicopter and land near the doors, and then go inside the statue. You'll find an actual heart chained to inside of the statue.

Before you go into the tower, look at the wording outside of the door that lets you in. It reads "No Hidden Content This way."

The hunt is on! Millions of people are already fervently searching for the biggest Easter Egg shocker in GTA IV, and if there's something crazier than this, it's going to be one hell of a summer.





If you fly a chopper towards the Statue of Happiness and bail near the top level, you can enter the statue, climb a ladder and find a beating heart churning away. It's chained up and emitting an eerie hum too, giving it a macabre Hellraiser feel. Fire a rocket up there and you'll bag a pigeon.

Bowling Ball Egg

Entry Location:

Bowling Alley

When you walk into the bowling alley, behind the front desk, there is a sign featuring 2 balls and a pin. You should get the reference.

Grand Theft Auto IV Glitches

Repair Car Engine

If your car breaks down and won't start, dial 911 and the engine should be repaired.

Points	Achievement	Description
5	Cut Your Teeth	Earn a personal rank promotion in multiplayer.
5	Lowest Point	Complete mission "Roman's Sorrow".
10	Retail Therapy	Unlock the special ability of buying guns from a friend.
10	Pool Shark	Beat a friend at pool.
15	King of QUB3D	Beat the High Score in QUB3D.
10	Courier Service	Complete all 10 package delivery jobs.
5	It'll Cost Ya	Complete a taxi ride without skipping from one island to another.
10	One Hundred And Eighty	In a darts game score 180 with 3 darts.
5	Fed The Fish	Complete the mission "Uncle Vlad".
10	Driving Mr. Bellic	Unlock the special ability of taxi.
5	Warm Coffee	Successfully date a girl to be invited into her house.
5	Off The Boat	Complete the first mission.
15	Finish Him	Complete 10 melee counters in 4 minutes.
25	Genetically Superior	Come first in 20 singleplayer street races.
30	Wheelie Rider	Do a wheelie lasting at least 500 feet on a motorbike.
10	Gobble Gobble	Score 3 strikes in a row, a turkey, in 10-pin bowling.
30	Rolled Over	Do 5 car rolls in a row from one crash.
50	Walk Free	Lose a 4 star wanted rating by outrunning the cops.
20	Chain Reaction	You must blow up 10 vehicles in 10 seconds.
40	One Man Army	Survive 5 minutes on 6 star wanted level.
10	Order Fulfilled	Complete all 10 Exotic Export orders.
15	Manhunt	Complete the most wanted side missions from the police computer.
20	Cleaned The Mean Streets	Capture 20 criminals through the police computer.
5	Sightseer	Fly on all helicopter tours of Liberty City.
10	That's How We Roll!	Unlock the special ability of helicopter.
55	Half Million	Reach a balance of \$500,000.
10	Impossible Trinity	Complete mission "Museum Piece".
20	Full Exploration	Unlock all the islands.
20	You Got The Message	Deliver all 30 cars ordered through text message.
30	Dare Devil	Complete 100% of the unique stunt jumps.
20	Assassin's Greed	Complete all 9 assassin missions.
50	Endangered Species	Collect every hidden package in the game.
40	Under The Radar	Fly underneath the main bridges in the game that cross water with a helicopter.
10	Dial B For Bomb	Unlock the special ability of phoning for a bomb to be placed.
10	Gracefully Taken	Complete mission "I'll Take Her".
20	Liberty City (5)	After meeting all possible friends, the ones left alive all like you above 90%.
5	No More Strangers	Meet all random characters.
10	That Special Someone	Complete mission "That Special Someone".
60	You Won!	Complete the final mission.
30	Liberty City Minute	Complete the story missions in less than 30 hours.
100	Key To The City	Achieve 100% in "Game progress" statistic.
10	Teampayer	Kill 5 players who are not in your team, in any ranked multiplayer team game.
10	Join The Midnight Club	Win a ranked multiplayer race without damaging your vehicle too much and with damage enabled.
15	Fly The Co-op	Beat our time in ranked versions of "Deal Breaker", "Hangman's NOOSE" and "Bomb da Base II."
10	Taking It For The Team	Be on the winning team in all ranked multiplayer team games.
10	Top Of The Food Chain	Kill 20 players with a pistol in a ranked multiplayer deathmatch.
20	Top The Midnight Club	Come first in 20 different ranked standard multiplayer races.
10	Top Of The Food Chain	Kill 20 players with a pistol in a ranked multiplayer deathmatch.
20	Top The Midnight Club	Come first in 20 different ranked standard multiplayer races.
20	Wanted	Achieve the highest personal rank in multiplayer.
30	Auf Wiedersehen Petrovic	Win all ranked multiplayer variations, all races and "Cops 'n Crooks", as both sides.
10	Let Sleeping Rockstars Lie	Kill a Rockstar developer in a ranked multiplayer match.



text message cars



Health Packs



Hidden weapons



Hidden ARMOR





Random Pedestrians





FRIEND ACTIVITIES



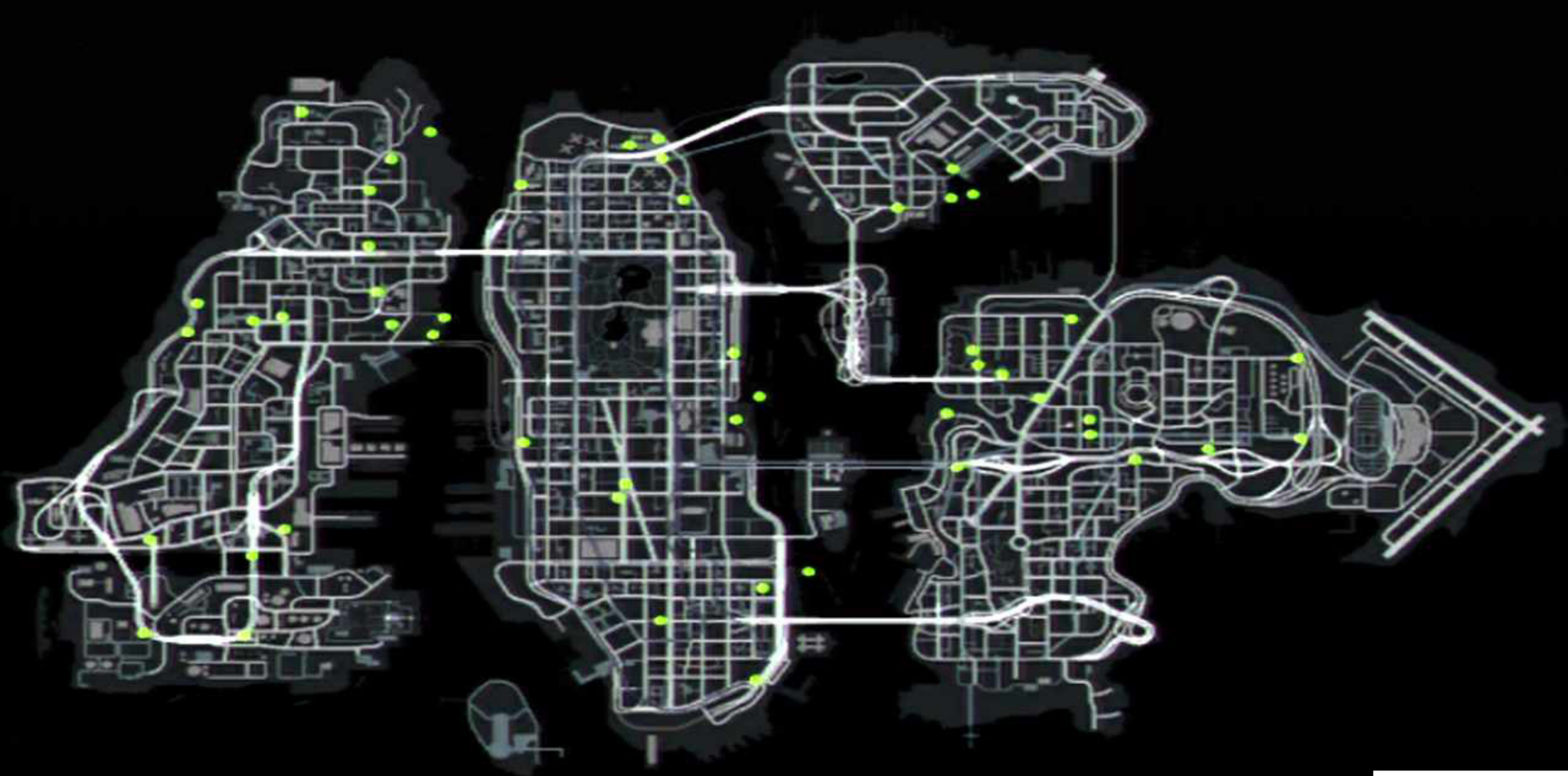


FLYING RATS (PIGEONS) #1



FLYING RATS (PIGEONS) #2





STUNT JUMPS

